

Elliot Rosing

Software Developer

CONTACT

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Adress: Maria Prästgårdsgata 11,
118 52 Stockholm

Swedish as native language, Fluent in english
Birth 1999-04-01

DEVELOPMENT EXPERIENCE

C++, C#,
OpenGL, Vulkan
Unity, Unreal Engine 4
HTML, CSS

Create server/client solutions
Render 3D graphics

EDUCATION

Game Programming At Futuregames,
Yrkeshögskola, Stockholm, 2.5 Year

Main focus:

- Game Engine Programming, Unreal, Unity
- C++, C#
- Game System Design
- Render 3D graphics
- Create server/client solutions for games, multiplayer games
- Work independently and in a team with planning, development and production of games

<https://futuregames.se/educations/program/game-programmer>

NTI Gymnasiet, Stockholm
Information and MediaTechnology

AWARDS

Swedish Game Awards 2019, at Dreamhack
First price in categories:

- Gamers' Choice
- Best Execution in Design

<https://www.gameawards.se/>
<https://www.gameawards.se/Games/2019>
<https://www.gameawards.se/Games/2019/Dinozards>

[Facebook](#) (Scroll to the end)

PREVIOUS WORK

Fall Damage Studio AB
Systems Programming Intern
June 2020 - November 2020

- Developed internal tools.
- Bug fixing related to gameplay and UI.

C2 Learning Labs Sweden AB
Programmer, AI developer / explorer
July 2019 - August 2019

- Researched ways to implement reinforcement learning for their product, C3Fire.
- Explored Open AI Gym principles and Box2D AI

Contact Person: Rego Granlund,
rego.granlund@ri.se, 0706-888466

TimeCare AB
Programming Intern/Prao

February 2014

- Learned about software development with C#