

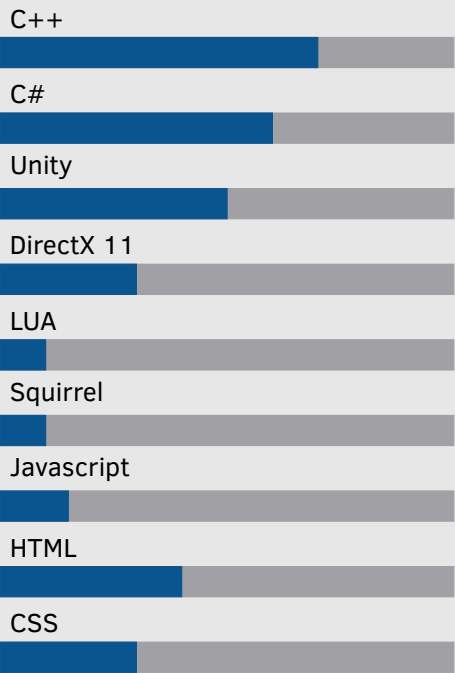


Robin Ericsson

Gameplay Programmer/
System Programmer

- 10 November 1998
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Skills



(*)[The skill scale is from 0% (Fundamental Awareness) to 100% (Expert).]

Interests

Make games, play games, design games and mod games while listening to music. Other things include and are mostly limited to building computers, worldbuilding, MTG, D&D, watching movies/youtube and reading books.

Education

- since 2017 Higher Vocational Education Malmö
Game Programming line at The Game Assembly (TGA), where we created 8 games over 2 years in teams consisting of several different disciplines within game development. The first year we made 2D games, and the second year we made 3D games in our own game engine we developed during the projects.
- 2014-2017 High school Jönköping
Game Programming line at Ljud och Bildskolan (LBS), where we created 2 games over 2 years in teams consisting of programmers and artists.

Awards

- 2013 Came second in a small game making competition using Game Maker.

Notable Experience

- 2019 Ability System Specialization
During my last term at The Game Assembly I chose to make a very flexible Ability System in C++ as my specialization.
- 2016-2017 Complex Systems in Games School project
The last year of high school I spent a lot of time in addition to the class time we were allotted, making every system and pipeline I would need to create a 3D first-person action RPG in Unity using C#. Those systems and pipelines includes stats, skill tree, inventory, items, spell and melee combat, dialogue trees, quests, window UI system, user made difficulty settings, javascript to create said settings on a website, animations using Blender, creating models using Maya and more. I did it all out of my passion to create and design the interconnected systems of an RPG. I learned a lot and it was some of the most fun I've had while programming.
- 2014-2019 Game Development School projects
During my time in school I've made 9 games in different teams, and several smaller games outside of school by myself. The last 3 games were made in tandem with the 3D game engine our team made from scratch.