

SEBASTIAN DAHLSKOG



GAME PROGRAMMER

Contact

☎ +46706500064
✉ sebastian@dahlskogs.se
📄 sebastiandahlskog.github.io
🌐 linkedin.com/in/sebastian-dahlskog
📍 Stockholm, Sweden

Programming

- C++
- DirectX11
- HLSL
- Java
- Web (HTML, JS, CSS, Angular)

Software

- Visual Studio
- RenderDoc
- Unity
- Perforce
- Git

Languages

- English (fluent)
- Swedish (native)

About

Game/Engine programmer based in Stockholm, Sweden. Specializing in graphics, looking for internship fall 2025.

Education

Aug 2023 –
Now

The Game Assembly Stockholm

Game Programmer

- Seven cross-disciplinary, student-led game projects, three of which were in our own C++ and DX11 Game Engine - Tonic Engine.
- Worked in scrum agile project form
- Made my own deferred rendering engine with C++ and DirectX11, supporting clustered shading, SSAO, particle systems and a variety of postprocessing effects.
- Aquired knowledge on applied linear algebra for game development

2017 – 2020

NTI Gymnasiet Gärdet

- Programming 1 and 2
- Web Dev
- Java, SQL, PHP, JS, HTML, CSS

Work Experience

2021 – 2023

Antalis AB

Developer on the MIS team

- Made middleware for EDI Document mapping written in Java
- XML, HTML, SQL, front-end, back-end
- Made internal web apps for pricing updates
- Remote work in an international team