



## CONTACT

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## SKILLS



UNREAL  
ENGINE 5



PERFORCE



GITHUB



C/C++



GAME AI



GAMEPLAY

## LANGUAGES

SWEDISH (NATIVE)

ENGLISH (FLUENT)



TEO SILFVERHJELM  
AI & GAMEPLAY PROGRAMMER

## WORK EXPERIENCE



**AI & Gameplay Programmer**  
*Unannounced Project (UE5)*  
Liquid Swords 2023-2025



- Built and maintained a hybrid AI behavior structure incorporating Behavior Trees and Goal Oriented Hierarchical Task Networks

- Authored and maintained C++ AI Positioning feature, operating on a utility system base. Also provided data driven customization, debugging, and tools

- Authored and maintained C++ system for AI Targeting operating on a utility system base with blueprint customizable target scoring

- Worked in close collaboration with design and animation

- Held presentations on AI systems for coworkers & external partners

- Collaborated on core gameplay features

**Internship – Programmer**  
*Unannounced Project (UE5)*  
Liquid Swords 2022-2023



## EDUCATION

**Advanced Higher Vocational Education**  
The Game Assembly 2020-2023



- Authored a Navmesh generation system in our custom engine, complete with visualization, tools, and configurable settings in our custom editor

- Built a 3D engine from scratch in C++ with DirectX11

- Participated in 8 game projects; 3 in our custom engine

- Advanced C++, Advanced Linear Algebra, Leadership, Project Management, Graphics Programming

