Teo Silfverhjelm
AI & Gameplay Programmer

Contact

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(+46) 73-503 73 03

Skills

Unreal Engine 5   Perforce   Github

C/C++   Game AI   Gameplay

Languages

Swedish (Native)

English (Fluent)

Mentoring

Volunteered as mentor
for students at
The Game Assembly

Work Experience

AI & Gameplay Programmer
Unannounced Project (UE5)
Liquid Swords 2022-2025

- 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

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