

Teo Silfverhjem

AI & Gameplay Programmer

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Work Experience



Programmer | Liquid Swords

April 2023 to March 2025 (1 yr, 11 months)

- Worked with Utility Systems
- Utilized Behavior Trees
- Created behaviors using Goal Oriented Hierarchical Task Networks
- Authored and maintained C++ system for AI Positioning
- Authored and maintained C++ system for AI Targeting
- Worked closely with Animation and Design departments
- Held multiple presentations on AI systems for coworkers
- Worked extensively with Unreal Engine 5



Programmer (Intern) | Liquid Swords

August 2022 to April 2023 (7 months)

- Made behaviors for AI with Behavior Trees
- Supported designers with tools for AI
- Authored C++ system for managing dynamic encounters
- Unreal Engine 5

Education History



Advanced Higher Vocational Education

Diploma | The Game Assembly, Stockholm

Class of 2020

- Advanced C++
- Graphics programming in DirectX11
- Optimisation and debugging
- Leading teams
- Advanced linear algebra
- Game oriented Artificial Intelligence
- 3D Game Engine and Editor built from scratch in C++
- Conflict management



Skills & Specialization

- Game AI & Gameplay
- C/C++
- Unreal Engine 5

Volunteering/Other

- Currently volunteering as mentor for students at The Game Assembly

Languages

- Swedish (Native)
- English (Fluent)