
Teo Silfverhjelm

Game Programmer

HORNSGATAN 26A

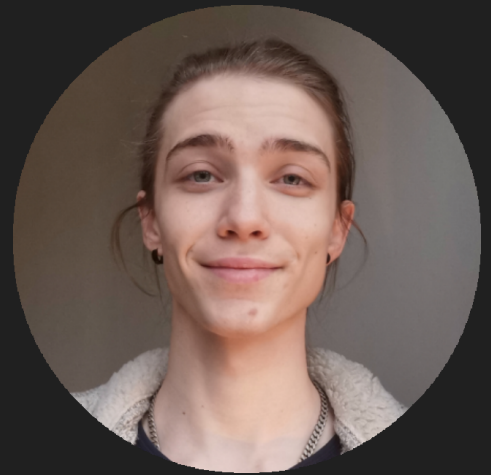
Stockholm, 118 20

(+46)73-503 73 03

1999-08-08

www.teo-silfverhjelm.com

teo.silfverhjelm@gmail.com



SKILLS

- Communication, Teamwork, Leadership
- C/C++, C#, CSS + HTML, Java
- Artificial intelligence, Gameplay systems, Tools
- Object oriented programming, Data oriented programming, Entity component systems
- DirectX11, Unity3D, Dear ImGui
- Agile development, SCRUM

EDUCATION

The Game Assembly, Stockholm - *Advanced Higher Vocational Education* *Diploma in Game Programming*

AUGUST 2020 - JUNE 2022

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

Luleå University of Technology, Luleå - *Game Production, Game Design,* *Introduction to programming in Java*

JANUARY 2020 - JUNE 2020

Three courses, one of which taught the pipeline and stages of production in the game industry (based on *The Game Production Handbook*, Heather Maxwell Chandler), one which taught some game history and design principles, and an introduction to coding in Java.

Stockholm University, Stockholm - *Japanese, Full-Time*

AUGUST 2019 - JUNE 2020

LANGUAGES

Swedish - Native

English - Full working proficiency

Japanese & French - Limited understanding