

CONTACT

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SKILLS







INKEAL PERFORCE

CITHUB





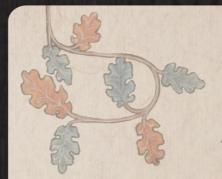


GAME AI

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

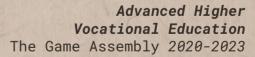
Held presentations on AI systems for coworkers & external partners

Collaborated on core gameplay features

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



EDUCATION





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