Emil Johannes H. Sjåfjell

Statement

I am graduate in Digital Games Development from University of Brighton. Where I did 3D modelling and Animation; Wrote a literature review on Quantum Computers; Programmed in languages like Java, Blueprint, C# and C++ and used software like Unreal Engine and Unity and made an AI for finding players in a level using Behaviour Trees, and also got experience in Goal Oriented Action Programming, for my final year project.

Work Experience

June 2022 – July 2022	Research Towards effective cross-platform communication with robotics and networking, *University of Brighton, UK*.

Education

Sep 2019 – June 2022	BSc Digital Games Development, *University of Brighton, UK*. Researching AI searching algorithm

Projects

Explore my Github for coding projects I have done in past.

Explore my Itch.io for games I have published.