EMIL SJAAFJELL

GAME PROGRAMMER

RELEVANT SKILLS

- C++, C#, C, Java and Kotlin
- Unreal Engine 4 and Unity
- Fluent in English and Norwegian
- Inquisitive

PORTFOLIO

- https://thedovah.github.io/main.html
- https://github.com/TheDovah

CONTACT INFORMATION

- https://www.linkedin.com/in/emilsja/
- johasja@outlook.com
- +44 7824413028
- +47 94974110

WORK EXPERIENCE

Programming Teaching Assistant
- Midtbygda barneskole
January 2023 to current date

- Teaching programming at elementary level (6 - 12 y.o).

Research towards effective cross-platform communication with robotics and networking
University of Brighton
June 2022 to July 2022 (6 weeks)

- Responsible for communication between a hand gesture recognition software and a robot via API requests.

EDUCATION HISTORY

Bachelor of Science in Digital Games Development
University of Brighton
2019 - 2022
First Class with Honours

Final year project focused on producing an AI to find the player using methods including Behaviour Trees and G.O.A.P.

Upper Secondary School
Drammen Videregående skole
2016 - 2019

Advanced STEM modules: Maths, Physics and Chemistry. A-level equivalent.

REFERENCES

Will be given upon request