

Felix Ulvmåne

felix.ulvmane@gmail.com | ulvmane.github.io | linkedin.com/in/felixulvmane | (+44) 7379-610059

C++ engineer specializing in UI systems and core engine development within proprietary game engines. Experienced in performance and memory optimization and building tools and pipelines to support scalable content and engine workflows.

Professional Experience

Cloud Imperium Games, Manchester 2024-Present

UI Tech Engineer II 2025-Present

UI Tech Engineer I 2024-2025

- Projects: Squadron 42 & Star Citizen - PC
- Contributed to the core UI API in our proprietary C++ engine by introducing cache-friendly data structures and modern C++ 17/20 features, improving memory efficiency, maintainability and runtime performance.
- Engineered UI features powered by a modern multithreaded rendering pipeline, authoring HLSL shaders, debugging and resolving rendering challenges to ensure visual fidelity and performance.
- Built in-house tooling for authoring game-ready diegetic UI assets, reducing repetitive manual steps and enabling designers to iterate faster within our proprietary engine.

Studio Gobo, Brighton 2022-2024

Associate Engineer 2023-2024

Intern Engineer 2022-2023

- Projects: Lego Horizon: Adventures (PC, Playstation 5, Nintendo Switch)
- Developed and extended UE5 modeling pipeline tools in Python to translate LEGO design data into in-game assets, integrating with and contributing to a core C++ Brick API.
- Built automated content optimization pipelines integrated with CI/CD infrastructure, ensuring high-quality visuals across current and previous-generation consoles.

Technical Skills

Languages: C++, Python

Engines: Proprietary Engine, Unreal Engine 5

Tools & Pipelines: Perforce, CI/CD, Pipeline Automation, Designer-facing tooling

Other: HLSL, RenderDoc, Multithreaded rendering pipelines, RHI abstraction layers

Language Proficiency

- Swedish, Native
- English, Full professional fluency

Education

The Game Assembly, Malmö 2020-2023

Higher Vocational Education Diploma, Programming