

# Felix Ulvmåne

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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

<b>Cloud Imperium Games, Manchester</b>	2024-Present
<i>UI Tech Engineer II</i>	2025-Present
<i>UI Tech Engineer I</i>	2024-2025
<ul style="list-style-type: none"><li>■ Projects: Squadron 42 &amp; Star Citizen - PC</li><li>■ 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.</li><li>■ Engineered UI features powered by a modern multithreaded rendering pipeline, authoring HLSL shaders, debugging and resolving rendering challenges to ensure visual fidelity and performance.</li><li>■ 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.</li></ul>	

<b>Studio Gobo, Brighton</b>	2022-2024
<i>Associate Engineer</i>	2023-2024
<i>Intern Engineer</i>	2022-2023
<ul style="list-style-type: none"><li>■ Projects: Lego Horizon: Adventures (PC, Playstation 5, Nintendo Switch)</li><li>■ 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.</li><li>■ Built automated content optimization pipelines integrated with CI/CD infrastructure, ensuring high-quality visuals across current and previous-generation consoles.</li></ul>	

## 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

<b>The Game Assembly, Malmö</b>	2020-2023
<i>Higher Vocational Education Diploma, Programming</i>	