

# Felix Ulvmåne

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## PROFESSIONAL EXPERIENCE

**Associate Engineer**, Studio Gobo, Brighton Apr 2023 - Present  
Unannounced title in collaboration with Guerilla Games. Developing engine tools in **C++** and **Python** for **Unreal Engine 5** as part of the engineering team at the studio, working closely with technical artists to enable efficient content workflows.

**Intern Engineer**, Studio Gobo, Brighton Sep 2022 - Apr 2023  
Developed tools and extended content pipelines in Unreal Engine 5.

## EDUCATION

**The Game Assembly, Malmö** Aug 2020 - Apr 2023  
Higher Vocational Education Diploma, Programming

- Developed 9 games in multidisciplinary teams.
- Built a game engine in C++ & DirectX11.
- Programmed DXMUI - a markup based DirectX11 UI generator.

**Lund University, Faculty of Engineering, Lund** Aug 2018 - Jan 2020  
Computer Science & Engineering

- Courses in computer science, math and physics.
- Studied low level hardware, software and digital communication.

**Ljud & Bildskolan, Kristianstad** Aug 2015 - June 2018  
Technical High School Diploma, Programming

- Developed 3 Games in multidisciplinary teams.
- Researched the Bartle taxonomy and how to apply it in game development.

**Umeå University, Umeå** Jan 2020 - June 2020  
Video Games and Education I

**Blekinge Institute of Technology, Karlskrona** June 2020 - Aug 2020  
Visual Design and Programming

## TECHNICAL SKILLS

**C++**, 1 year of professional experience at Studio Gobo, 2 years full time studying at The Game Assembly.  
**Python, QT(PySide)**, 1 year of professional experience, developing tools at Studio Gobo.  
**C#**, Intermediate level proficiency. Developed PC and Mobile games in Monogame/XNA & Unity.  
**Unreal Engine 5**, Developed tools and content pipelines for the engine at Studio Gobo.  
**Agile Development, Perforce, Jira**, 1 year of professional experience at Studio Gobo.

## LANGUAGE PROFICIENCY

**Swedish**, Native Proficiency  
**English**, Full Professional Proficiency