

Andreas Winther Sorman



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About

Cooperative and motivated swedish programmer with a passion for game development who loves learning new things and getting to know others. Studied at The Game Assembly with a big interest in tools, shaders, engine and back-end development in general, currently looking for an internship.

Skills

C++, GLSL, HLSL, C#, LUA

Languages

Swedish, English

Education

Advanced Diploma, Higher Vocational Education

The Game Assembly, Game Programmer, September 2018 - Ongoing

Certified Upper Secondary School Engineer

Ljud och Bildskolan (LBS), Game Development, September 2017 - June 2018

Upper Secondary Diploma

Ljud och Bildskolan (LBS), Game Programmer, September 2014 - June 2017

