

# Christopher Vedlund

## Game Programmer

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## Education

● August 2023 - Current

### The Game Assembly, Stockholm

Game Programming  
Higher Vocational Education

- Eight cross-discipline group projects in Unity, TGA's custom engine and group made engine. Collaborated with Artists, Level Designers and Procedural Artists.
- Individual courses including C++, Graphics Programming using DirectX 11, Linear Algebra, AI, Data Structures, Networking and more!

● August 2020 - June 2023

### LBS, Borås

Game Programming - Technology Program  
Upper Secondary School

- Three cross-discipline group projects in Unity. Collaborated with Artists.
- Individual courses including C#, Game Development Using Unity Game Engine, Graphics Design (Maya, Photoshop and Blender) and more!

## Experience

● November 2021 - November 2021

### Hemkodat, Gothenburg

Pedagogue

- Taught children the fundamentals of Scratch and game development, fostering logical thinking, problem-solving skills, and creativity through interactive projects.

## Awards

LBS Game Programmer of the Year 2023

## Software Skills

C++	●	●	●	●	●
C#	●	●	●	●	●
LUA	●	●	●	●	●
Visual Studio	●	●	●	●	●
VS Code	●	●	●	●	●
Perforce	●	●	●	●	●
YouTrack	●	●	●	●	●
Github	●	●	●	●	●
Unity	●	●	●	●	●

## Other Skills

- Engine Programming
- Graphics Programming (DX11 & HLSL)
- Gameplay Programming
- Scrum

## Languages

- Swedish - Native
- English - Fluent

## Links

 [Linkedin](#)

 [Portfolio](#)

 [Itch](#)