

Education

The Game Assembly

Technical Art (2018 - ongoing)

I am studying Technical Art at The Game Assembly as of september 2018. The first semester I have touched upon topics such as shader programming, particle systems, tools development and rigging. Going forward my ambition is to specialize in real time VFX.

Linköping University

Bachelor's degree, Innovative Programming (2012 - 2015)

Innovative Programming was a very practical education with lots of projects. It offered a broad spectrum of courses ranging from programming microcontrollers in assembly and operative systems in C all the way up to games and websites using modern engines and frameworks.

Experience

Sigma IT Consulting

Full stack developer (2015 - 2017)

I was working as a full stack web developer. In my role as a consultant I was involved in several projects. Technology wise I was writing C# code for the backend consistently and for the front end I was leveraging various frameworks including Angular, Knockout and Sass.

Artistic Programming

Linköping (2014)

Together with a former classmate from university I led three introductory programming lectures/workshops for 7-9th graders. The students were to create art using a visual programming language.

Language

Swedish, First language.

English, Proficient in written and spoken communication

Relevant skills/ technologies

Proficient with

C#, python, HLSL, VFX, Unity

Comfortable with

Maya, ZBrush, Photoshop, C++, GLSL, Unreal Engine, git, SVN