David Wingqvist

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New Grad Game Programming Student
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Qualifications

- Participated in two larger scaled game creation projects(6~10 people) and several smaller ones during school. Each simulated actual workflow, utilizing methods such as Agile Development, Kanban and more.
- Experienced creating games from scratch by creating engines specific for the games.
- Deep interest in program optimization, technologies such as multithreading, data-oriented system building.
- Knowledge in game creation using commercial engine Unity.

Technical Expertise

Hardware: PC, Windows

OS: Linux(Ubuntu 20.04), VM, Windows 7/10

Languages: C, C++, C#(Unity Engine), Lua

Tools: Visual Studio/Code, RenderDoc, Git/Github, Unity, Blender

Work Experience

All work listed is summer job experience(~8 hour per day) from June~August

1. Borås City Public Transportation Bureau   2016

- Helped organize and prepare documents.
- Prepared public transportation cards to be sent to eligible people.
- Able to do workflow without any types of issues.

2. Västra Götaland Hospital ENT section   2018

- Organized and maintained local storage of equipment.
- Using the local computer system, ordered meals for the patients.
- Participated in the 'rounds' being conducted by the local doctors.
- Provided support for the nurses taking care of the patients.
- Created a paper framework for the nurses to keep track of dates.

Further Showcases

Github: https://github.com/davidwingqvist

Portfolio Site: https://davidwingqvist.github.io/

LinkedIn: https://www.linkedin.com/in/david-wingqvist-228742271/

Education
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LBS Borås High School, Sweden, 2019
BS in Computer Science, Blekinge Tekniska Högskola University, Sweden, 2022
Japanese Language Education, Academy of Language Arts, Tokyo, 2023~Currently