

Emmy Tilde Hammarström

Game Programmer & Tech Designer

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EXPERIENCE

Neat Corporation, Stockholm — *Game Programmer*

2023 - PRESENT

Developed and shipped two titles.

- Garden of the sea (Steam & Nintendo Switch)
- Crossings VR (Steam & Meta)

Hemkodat, Sweden — *Educator*

2021 - 2022

Teaching basic game design and engine usage to children during school breaks. Part time job.

Game jams — *Self-taught programmer*

2015 - PRESENT

Participated in 10+ game jams and several game projects during my freetime and studies.

EDUCATION

FutureGames, Stockholm — *Vocational Game Design Degree*

2022-2024

Educated in a variety of game design disciplines, teamwork and scripting.

Östra Gymnasiet, Stockholm — *IT College Diploma*

2019-2022

3 years of courses in web development, programming and IT. Diploma project in level design.

PROJECTS

To see my personal game projects or github visit my portfolio page! <https://dipsas80.github.io/>

PROGRAMMING FLUENCY

- Unity C# programming (8+ years)
- Python
- Java
- HTML
- CSS

ADDITIONAL SKILLS

- Unity
- Git
- Blender
- UE5
- Jira
- Perforce

SOFT SKILLS

- Scrum
- Miro
- Agile
- Artist & Designer Collaboration

LANGUAGES

- English / C2
- Swedish / C2

