

CV

Eric Olofsson



Personal Information

Name: Eric Olofsson

Date of birth: 1994-08-02

Address: Mörsilsgatan 20

E-mail: ericolofsson159@gmail.com

Mobile number: 072 - 730 37 35

About me

Highest grades in mathematics and sciences from high school. Now studying Game Development specifying in construction at DSV, Stockholm University finishing 2018.

Interested in computer science, programming and building games.

Experience

Part time | Ericsson | <http://www.ericsson.com/se> | 2013 - Ongoing

I have been working at Ericsson during the last five summers. While working there I have been building and designing multiple web pages. After the previous summer I was also asked to work during my studies with maintenance and constructing additional web pages with different teams at Ericsson.

During this summer I have been working with two master's students at Ericsson to develop and build a prototype of an information sharing and storing system. The prototype that we built used elements from game design to make it appealing to the user. Our goal and core value was that employees would use and update the system because they wanted to and not just because their supervisor told them that they had to. The idea was presented to the Head of Knowledge Management at Ericsson who was positive about the system.

Achievements:

- Created multiple web pages in english and also maintaining them.
- Planned and built a prototype of an information sharing and storing system.

VR Art Project | Theresa Wenberg | 2017 - 2017

I have been working with the artist Theresa Wenberg transferring one of her art projects to an Unity project that can be played on HTC Vive. What had to be done was build the world in Unity using the meshes and textures from her project. The scene was built for HTC Vive and was created accordingly.

Achievements:

- Created art project in Unity for HTC Vive.

Internship | Manomotion | <https://www.manomotion.com/> | 2017 - 2017

During the last term of my studies at Stockholm University we were given the option to find a company for a 10 week internship. I got an internship at the company Manomotion. They are a company developing hand tracking for mobile cameras and are providing this with a Unity SDK.

I have during my 10 weeks at them, with the help of another fellow design student, created an AR game consisting of 3 virtual parrots that can be interacted with through the use of hand gestures. They can as an example land on an outstretched hand.

Achievements:

- Created an AR mobile app with hand tracking and AR Kit.
- Wrote the behaviour of the parrots with Behaviour Trees.
- In the company a vast majority of employees do not speak swedish meaning that all communication was in english.

Skills

Technical skills:

- I have been working a lot with computers and have been on Excel and PowerPoint courses.
- I have been studying programing in high school and then at university.
- I have been creating games in unity.
- I have been programming with C++, Java and C# in Unity.

Personal skills:

- As long as I can remember I have been good at understanding logic.
- I have good english skills due to two language trips and from working with english speaking people in my previous jobs.
- I enjoy problem solving and I am interested in programming and designing systems.
- I am empathetic and have an easy time to understand how other people think about problems.
- I have during my education been working a lot both on my own and in group with other programmers and designers.

Education

Stockholm University, Kista

Game development, Konstruktion | 2015 - Ongoing

I am currently studying game development specifying in construction on Stockholm University. This means that I learn programming in many languages. Aside from programming I also read courses in designing and planning games. I have read a few courses about databases and modeling. Finishing in 2018.

Thorildsplans Gymnasium 2010 - 2013

In high school I was reading Nature science with alignment towards maths and computers.

Personal interests

On my free times I enjoy training, reading books and both playing and developing games.

References

Will be furnished upon request.