Ivar Sidorsson

Technical Artist & Game Programmer

Summary
Technical artist and game programmer searching for an internship. Experienced with rendering pipelines and custom tools development.

Skills

Software	Editors	Languages	Graphics
Houdini	Unity	C++	RenderDoc
Maya	Unreal Engine	C#	HLSL
Substance Designer	Perforce	Python	Direct3D 11
Photoshop	Git	VEX	Vulkan

Education

Technical Artist - The Game Assembly
August 2024 - Present
- 4 agile game projects in a group of 18
- 3D-graphics, scripting, shaders, VFX, rigging, procedural content generation

Game Programmer - The Game Assembly
August 2022 - June 2024
- 8 agile game projects in groups of 12-18
- Game engine from scratch using Direct3D 11
- Specialization project using Direct3D 12
- Linear algebra, object-oriented design, data structures, algorithms, tools programming, graphics programming, artificial intelligence, networking, debugging, optimizing

Game Development - LBS Kreativa Gymnasiet Göteborg
August 2019 - June 2022
- Upper secondary education
- Gameplay programming in Unity
- 3 game projects in groups of 4
- Diploma project in Unreal Engine

Miscellaneous
- Nordic Game Conference 2025 volunteer
- Unreal 4 C++ Multiplayer Master: Intermediate Game Dev at GameDev.tv
- Experience with Linux
- Experience with command line interfaces

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