

# Fredrik Lind

## MASTER OF SCIENCE IN GAME AND SOFTWARE ENGINEERING

### Education

#### BLEKINGE INSTITUTE OF TECHNOLOGY, KARLSKRONA

##### MSc in Game and Software Engineering | 2016 - 2021

- The program contained courses such as: Multivariable Calculus, Linear Algebra, C & C++, Databases (MySQL + Python), Game Physics, OpenGL, DirectX 12, WebGL, SCRUM and Git. The program also contained two 3D game projects.
- The first project lasted for two months and was built with OpenGL. I programmed the particles for the torch, tessellation on the walls, the collisions between coins and walls so that the coins would bounce whenever they hit the walls, and randomized placement of props. The game can be found here: <https://gamejolt.com/games/daedalusmaze/404262>
- The second project lasted for four months and was built with DirectX 12. I programmed the entire GUI-system, the management of the game's window sizes (low res, high res, fullscreen, etc.), the player's aim for shooting, and the management of the game's brightness. The game can be found here: [https://gamejolt.com/games/Hell\\_Loop/578483](https://gamejolt.com/games/Hell_Loop/578483)
- My thesis was about Variable Rate Shading in DirectX 12 and how far you can push tier 2 without losing too much image quality. The thesis can be found here: <http://urn.kb.se/resolve?urn=urn:nbn:se:bth-21868>

### Experience

#### COLMEO (EYE AT PRODUCTION), REMOTE

##### Android/Java programmer | January 2022

- I got the opportunity to have a short internship at Colmeo where I helped them with their app during the month of January.
- The android environment was new to me, but I quickly adapted to the new environment and could therefore start early with the tasks that were given to me. I completed them without any bigger problems.

#### POSTNORD, MÖLNDAL

##### Mailman | 2015 - 2020

- I worked at Postnord for a full year between 2015 - 2016 and then every summer during my studies at Blekinge Institute of Technology.



### Profile

I am a positive and driven person who finds it easy to collaborate with others. I think that problem solving in coding is exciting and that it feels very rewarding when you manage to come up with solutions to achieve the goals. Being creative is something I really like and combining that with programming places game creation on the top of my interests. Therefore, I want to be involved where I can contribute to interesting solutions and create entertaining game experiences.

### Contact information

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### Language

Swedish, native - Fluent

English - Excellent

### Extra merits

Driver License

Unity

Completed the Blueprint Ninja Challenge in Unreal Engine 4

### References

Provided on request