

TOVE LAURSEN

GAME PROGRAMMER

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Stockholm, Sweden

ABOUT ME

Hi, my name is Tove! I'm a **hardworking, team oriented** and newly graduated game programmer looking for a **passionate and dedicated team** to be a part of.

LINKEDIN

[linkedin.com/in/tove-laursen](https://www.linkedin.com/in/tove-laursen)

PORTFOLIO

hybrism.github.io

SKILLS

- C++
- C#
- Unity
- Unreal Engine 5 / AngelScript
- DirectX11
- Dear ImGui
- SCRUM/Agile work management
- Git

LANGUAGES

- Swedish
- English

WORK EXPERIENCES

Wishfully Studios

Game Programmer

Gothenburg, Sweden 2025/04 - (Present)

Game Programming Intern

Gothenburg, Sweden 2024/09 - 2025/03

- Game development using **Unity** and **C#**
- Working on tasks spanning many different areas: Developing **tools**, implementing new **gameplay** features, **UI** and **audio** to name a few
- Working independently planning tasks, having full responsibility that deadlines are met

WEEKDAY, H&M Group

Store Controller

Stockholm, Sweden fulltime 2015 - 2022/09

Floor Manager

Stockholm, Sweden fulltime 2011 - 2015

- Budgeting, Scheduling and Managing salaries for a team of up to 50 staff members
- Educating staff members across several stores on new systems roll-out, working in close contact with IT
- Driving sales
- Team management

EDUCATION

The Game Assembly

Game Programming Higher vocational education

Stockholm, Sweden 2022/09 - 2025/04

- Including courses such as: AI programming, design patterns and graphics development
- Developing a **custom game engine** with a team of 6 programmers using **DirectX11** and **C++**
- Developing 8 games in **multidisciplinary teams**