# CV Jimmie West

## CONTACT

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| Web: | https://www.jimmiewest.se/ & https://pixleon.com/ |
| | https://www.linkedin.com/in/jimmiewest/ |

## EXPERIENCE

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| When: | October 2019 – Now |
| Name: | Pixleon AB |
| Tasks: | Founder. Developed a game engine using C++, Lua, OpenGL, FMOD, Bullet and created a physics-based 3D-puzzle game called Marbleous Blocks (released on Steam in January 2021). |

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| When: | April 2008 – Now |
| Name: | Configura Sverige AB |
| Tasks: | R&D development with a focus on computer graphics. Worked as lead developer on multiple projects. Mentored multiple students doing their master thesis. |

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|---|---|
| When: | Oktober 2007 – March 2008 |
| Name: | Donya Labs (later acquired by Microsoft) |
| Tasks: | Master thesis: GPU-optimized generation of normal and color maps. |

## EDUCATION

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|---|---|
| When: | 2003 – 2008 |
| Name: | Linköping University |
| Degree: | Master of Science in IT |

## TECH

| Programming languages, APIs etc: | | |
|---|---|---|
| | CM | Expert |
| | C++ | Very good |
| | Java | Good |
| | RedSdk | Expert |
| | OpenGL | Very good |
| | Win32 | Very good |
| | Android | Good |
| | Dear ImGui | Good |
| | Emacs/Visual Studio | Very good |
| | Git/P4V | Good |
| | Blender/3ds max | Good |

## LANGUAGE

Swedish: Native.
English: Very good.
German: Good.
French: Basic.