

# CV Jimmie West

## CONTACT

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Name: Jimmie West  
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## EXPERIENCE

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### Daton: October 2022 – 2025

Focus: Next generation of WATCHOUT.

Developed a graphics engine in Rust using Vulkan + GLSL/Compute shaders.

Primarily worked on the WATCHOUT show editor which also included building UI in JavaScript/Vue.



### Pixleon AB (Founder): October 2019 – Now

Focus: Freelance- and game development.

Developed a game engine using C++, Lua, OpenGL, FMOD and Bullet.

Created a physics-based 3D-puzzle game called Marbleous Blocks (released on Steam in January 2021).

Prototyped games using Godot & Bevy.



### Configura: April 2008 – 2022

Focus: Visualization for parametric configuration.

Worked as lead developer on multiple projects.

Mentored multiple students doing their master thesis.



### Donya Labs/Simplygon (later acquired by Microsoft): Oktober 2007 – March 2008

Master thesis: GPU-optimized generation of normal and color maps.



### Linköping University: August 2003 – March 2008

Master of Science in IT with specialization in computer graphics and games,

## SKILLS

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CM (Configura)	Expert	Emacs	Very good
C/C++	Very good	Visual Studio	Very good
Rust	Good	Git	Very good
JavaScript	Good	Perforce	Very good
Java	Good		
CMake	Good	Godot	Good
		Bevy	Good
RedSdk	Expert	Blender	Good
OpenGL	Very good	3ds max	Good
Vulkan	Good		
Win32	Good	Linear algebra	Very good
Vue	Good		

## PERSONALITY

Team player  
Positive  
Structured  
Focused

## LANGUAGE

Swedish Native  
English Very good  
German Good  
French: Basic