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CV - JOHAN ROSÉN

GAME PROGRAMMER



WORK EXPERIENCE

Programmer Internship at Coffee Stain North

Nov. 2018 to May 2019

- + I'm working on an undisclosed title using UE4. My main responsibility has been gameplay in a multiplayer environment, fixing bugs in existing system and implementing new features in many different areas. We use Perforce as our version control software so I have got some experience with it as well.

Freelancing, game- web developer

2015 to 2017

- + Started out as a HTML5 game developer where I sold licenses for my games to a couple of game companies. Thereafter I started freelancing where I have worked on HTML5 games, web sites (both front-end and back-end) and Unity projects.
- + I learned to run my own company and what it takes to make it profitable. I gained a lot of experience working with/for clients from all over the world and how you deliver a good product. Learned how to produce games for multiple platforms (Mobile/Tablet/PC) in HTML5.

Programmer at WingOn Studios AB

June 2013 to May 2014

- + I worked on multiple flash games where I had a lot of diverse responsibilities – networking-, gameplay-, engine programmer.
- + Learned how networking affects game design and how to work around the problems that arise from it. Learned how to - early in development - see which projects have potential and which that haven't. Learned more about good game design and how to deliver it through programming.

EDUCATION

PlaygroundSquad

Aug. 2017 to May 2019

- + I completed three game projects during my time there, where I did a bit of everything, gameplay-, engine-, tools-, graphics programming.
- + During my free time I worked on a 3D renderer, which we used for my second and third school project. It have/had support for D3D11, PS4 and PSVita. It was made with speed in mind, using data oriented design and a multithreaded pipeline.

Högskolan i Skövde (The College in Skövde)

Sept. 2011 to April 2014

Game programming, didn't graduate.

SKILLS

Programming: C++, C#/.Net, D3D11, PS4, PSVita, HLSL, Lua, Python, Typescript, Javascript, Actionscript, CSS, SQL, PHP.

Software: Visual Studio, UE4, Unity, Perforce, Git, Mercurial, Nsight, Renderdoc, Visual Assist.

Languages: Swedish (mother tongue), English (advance level).