Joonatan Sörensen

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Skills

- C#
- C++
- Javascript
- Unity 3D
- Git, SVN
- OpenGL, GLSL

Experience

Programmer (intern) at Team Jolly Roger

September 2015 to February 2016

Projects

Lead Programmer - Cosmo Comrades

December 2014
C++, OpenGL ES 2, Android

Arcade mobile game.

- Lead programmer on a team of 2 programmers
- Wrote all the gameplay code, including character and camera movements, physics with Box2D, audio implementation and a bunch of other game mechanics.
- Designed and implemented various visual effects with OpenGL and GLSL.
- Managed the android build process.

Programmer - Ufo: Race in Space

July 2014
C#, Unity3D, Android

Local multiplayer ufo racing game.

- I was responsible for the networking functionality. Different solutions was required for Bluetooth and WIFI and they both had to function well enough for a fast paced racing game. Multicasting was used to find nearby players without the them having to input an IP address manually.
- Developed racing AI.

Education

Bachelor of Engineering in Information Technology at Kajaani University of Applied Sciences

September 2012 to present

Other

volunteer organizer for nucl.ai

July 2016