Mattias Lunderot

Game programmer

☎ +46 720 52 44 77
✉ mattias.lunderot@gmail.com
🖳 lunderot.se

Education

2010–2013	**Technical program**, *Osbecksgymnasiet*, Laholm.
2013–2016	**Game programming**, *Blekinge Institute of Technology*, Karlskrona.

Work

2017–2018	**Game programmer**, *IGT Sweden Interactive AB*, Växjö.

Skills

Programming	C++, C, OpenGL, JavaScript, HTML, CSS, Python
Tools	Visual Studio, Linux, Photoshop, Blender, OpenSCAD
Languages	Swedish, English

Projects

Visit my website `lunderot.se` for pictures and videos of these projects.

Games

VileCorp	VileCorp was created with 13 other students at Blekinge Institute of Technology. I was in charge of input handling, menu system and setting system.
Mortal Portal	Mortal Portal was created with 5 other students at Blekinge Institute of Technology. I was main programmer and made the core parts in the engine like input, rendering and collision checking.
3D tic tac toe	A 3D tic tac toe game written in JavaScript using NodeJS and websockets.

Websites

Personal website	Written from scratch using HTML and CSS.
MOBA-concept website	A website to display hero information using Handlebars.js and JavaScript.

Interests

Electronics	Soldering. Programming embedded systems such as Arduino and esp8266.
3D printing	Using CAD software.