

Mattias Lunderot

Programmer

✉ mattias.lunderot@gmail.com

🌐 lunderot.se



Education

2010–2013 **Technology program**, *Osbecksgymnasiet*, Laholm.

2013–2016 **Game programming**, *Blekinge Institute of Technology*, Karlskrona.

Work

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

2019–2020 **Programmer**, *Touchtech AB*, Gothenburg.

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.

Game 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.