

# Mattias Lunderot

Programmer

✉ [mattias.lunderot@gmail.com](mailto:mattias.lunderot@gmail.com)  
🌐 [lunderot.se](http://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– **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](http://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.