

LUKAS CLAUSSON

G A M E P R O G R A M M E R

// ABOUT ME

Born and raised in Gothenburg, Sweden, now living in Stockholm. I grew up playing video games and found a huge passion for them. When I studied web development, I developed an affinity for application programming. This, combined with a love for computer games, led me to begin my journey as a game programmer at Uppsala University.

// PORTFOLIO & CONTACT DETAILS

- >> www.lukasclausson.com (Portfolio)
- >> www.linkedin.com/in/lukasclausson
- >> <u>www.github.com/meNotLucky</u>

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Sockenvägen 369A 122 63, Stockholm Sweden

// EXPERIENCE

>> Lead Programmer & Technical Artist

Of The Sky | Spring 2020

During the development process, my responsibilities included gameplay programming, system building, UI programming, audio programming, shader programming, performance optimization, and more. I also spent a lot of time working with the lighting and VFX.

>> Programmer, Technical Artist & Designer

Happy Homemaker | Spring 2020

During the development process, my responsibilities included gameplay programming, scene lighting, and general design of the game.

>> Lead Programmer

Colossal Chaos | Spring 2019

During the development process, my responsibilities included gameplay programming, system building, and performance optimization.

// EDUCATION HISTORY

>> Uppsala University

BoA in Game Design & Programming | 2018-2021

- > 2nd price for best level design with Of the Sky | GGC 2020
- > 2nd price for best presentation with Of the Sky | GGC 2020
- > Nomination for Best Arcade with Colossal Chaos | GGC 2019

>> Thorén Innovation School (Gymnasium)

IT Program, Application Development | 2015-2018

> Started and developed a UF Company (Young Entrepreneurship) during 2015.

// COMPETENCIES

C++
C#

Unreal Engine 4

Unity 3D

HTML / CSS
JavaScript

PHP

// CERTIFICATIONS



C1 Advanced - Score 199 Cambridge Assessment English

Issued: May 2018

Certification-ID: 185SE0045007 - 1999/02/18

