



# LUKAS CLAUSSON

## GAME PROGRAMMER

### // 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.

### // COMPETENCIES

C#	Unity3D
C / C++	Unreal Engine 4
JavaScript	SDL
NodeJS	Git
PHP	Visual Studio
HTML / CSS	JetBrains Rider
MySQL	Adobe Suite

### // PORTFOLIO & CONTACT DETAILS

- >> [www.lukasclausson.com](http://www.lukasclausson.com) (Portfolio)
- >> [www.linkedin.com/in/lukasclausson](https://www.linkedin.com/in/lukasclausson)
- >> [www.github.com/meNotLucky](https://www.github.com/meNotLucky)

Phone: +46 73 076 87 36  
Email: [lukas.clausson@hotmail.com](mailto:lukas.clausson@hotmail.com)

Sockenvägen 369A  
122 63, Stockholm  
Sweden

### // EXPERIENCE

#### >> Software Developer

Self-Employed | 2020 - Present

In 2020 I started my own firm where I take on contracts for a multitude of things, including software and web development. This is also how I fund my personal projects.

- > Currently Developing a Level Generator and API for Unity3D.
- > Developed a Glossary WordPress plugin for Effektfullt AB.

#### >> 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.

### // CERTIFICATIONS



C1 Advanced - Score 199

Cambridge Assessment English

Issued: May 2018

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

