

MIKAEL

HERMANSSON

WORK EXPERIENCE

Software Engineer at EA Frostbite in Stockholm, Sweden
Nov 2019 - Present

Co-founder at Wayside Games in Falun, Sweden
Jul 2017 - Jul 2018 (1 year 1 month)

Gameplay Programmer at Avalanche Studios in Stockholm, Sweden
Apr 2016 - Jun 2017 (1 year 3 months)

Programmer at Sector3 Studios in Lidköping, Sweden
May 2015 - Mar 2016 (11 months)

Gameplay Programmer at Ubisoft Massive in Malmö, Sweden
Sep 2014 - April 2015 (8 months)

Programmer at SimBin Studios in Lidköping, Sweden
May 2012 - Jul 2014 (2 years 3 months)

Junior Programmer at Escapist Games in Guildford, United Kingdom
May 2011 - Mar 2012 (11 months)

PROJECTS

TypeScript for Unreal
Personal Project (Jan 2019 - May 2019)

- Continued development of TypeScript plugin for Unreal Engine 4
- Released fully free on GitHub under a liberal open-source license

Canceled Project
Wayside Games (Jun 2017 - Jul 2018)

- Developed a Blueprint-compatible TypeScript scripting plugin for Unreal Engine 4
- Developed an RPC-inspired UI framework based on web technologies

theHunter: Call of the Wild
Avalanche Studios (Apr 2016 - Jun 2017)

- Built a mission editor and runtime, offering a query-like interface for designers
- Took part in porting the game from PC to Xbox One and PlayStation 4

Research Project
Sector3 Studios (Jul 2015 - Mar 2016)

- Integrated an existing sim racing physics engine into Unreal Engine 4
- Helped develop a prototype for what became GTR 3

Tom Clancy's The Division
Ubisoft Massive (Sep 2014 - Apr 2015)

- Implemented and maintained various character-, camera- and controller-related mechanics

RaceRoom Racing Experience
SimBin Studios (May 2012 - Jul 2014)

- Built the in-game web browser, allowing the game to be tightly coupled with its web portal

Star Chart
Escapist Games (May 2011 - Mar 2012)

- Ported the app to Windows Phone 7.5 and Samsung bada

EDUCATION

Games programming at the University of Skövde in Skövde, Sweden
2009 - 2011

Games programming at Playground Squad in Falun, Sweden
2008 - 2009