# Sixten Schelin

## Game Engine Programmer

Master's degree student at Blekinge Institute of Technology, specializing in video game technology and software development. Very passionate about software quality, code simplicity, creative problem-solving, and adaptability. Dedicated to continuous improvement, quick to adapt to new tech and programming languages, and always looking for the next big challenge!

## WORK EXPERIENCE

**Examiner and Lab Assistant in ARM/x86 Assembly, Blekinge Institute of Technology** — 2023-2024

One of two principal lab session supervisors for a course on computer engineering. I assisted students, mainly in their 2nd but also 3rd years, with programming assignments built around ARM and x86 assembly. I also acted as examiner, grading assignments and verbal presentations.

**Lecturer and Lab Assistant in C++ Programming, Blekinge Institute of Technology** — 2021-2023

Assisted younger students with learning C++ programming, building challenges for self-driven learning, supervising lab sessions, and assisting teachers with course design and student feedback. Wrote and held lectures focused around the practical and psychological challenges involved in programming.

## EDUCATION

**Civil Engineer (MSE) in Game and Software Engineering, 300 ECTS, Blekinge Institute of Technology** — 2020-(2025)

Studying for a Master's Degree, specializing in video game technology and software engineering. The program covers modern disciplines, from cutting-edge graphics to advanced mathematics and software architecture.

### Select courses

| | |
|---|---|
| Programming in C++ | Data Structures and Algorithms |
| Programming in C | Operating Systems |
| 3D Programming (I, II and III) | Computer Communications |
| Game Engine Architecture | Compiler Design and Translation |
| Web Game Technology | Multiprocessor Programming |
| Small and Large Game Project | Applied Artificial Intelligence |
| Linear Algebra | Object-Oriented Design |
| Mathematical Statistics | Scripting and Other Languages |
| Multivariable Calculus | Version Control and Continuous Delivery |

**Technology Program, Design and Product Development: Video Game Programming, LBS Lund High School** — 2017-2020
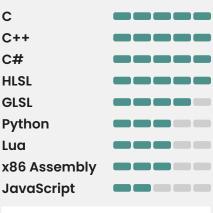
## OTHER EXPERIENCE

**Educations Officer, BOSS, Blekinge Students' Union** — 2020-2024

Worked as a volunteer under BOSS, the education association responsible for students in game-related programs within the Blekinge Students' Union. I acted as educations officer, and was pricipally responsible for advocating students' wishes and problems through college administrators. We also coordinated plenty of events and managed a lounge/study room for game students.

## LANGUAGES

| Language | Level |
|---|---|
| C | ▬▬▬▬▬ |
| C++ | ▬▬▬▬▬ |
| C# | ▬▬▬▬▬ |
| HLSL | ▬▬▬▬▬ |
| GLSL | ▬▬▬▬▢ |
| Python | ▬▬▬▬▢ |
| Lua | ▬▬▬▬▢ |
| x86 Assembly | ▬▬▬▢▢ |
| JavaScript | ▬▬▢▢▢ |

### Other Lanaguages
ARM ASM, Beef, Flex/Bison, HTML

## SOFTWARE

| Software | Level |
|---|---|
| Unity | ▬▬▬▬▬ |
| MS VS & VSC | ▬▬▬▬▬ |
| Git | ▬▬▬▬▢ |
| Godot | ▬▬▬▢▢ |
| Unreal Engine | ▬▬▬▢▢ |
| Blender | ▬▬▢▢▢ |

### Other Software
Nsight, PIX, Photoshop, Inkscape, Maya, Aseprite, Bitwig Studio, Trello, Emacs, MySQL, GNU Make, Microsoft 365

### Environments
Comfortable working on both Windows and Linux, with extensive experience on both sides.

## CONTACT

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## LINKS

**Software Portfolio**
https://sixtensch.github.io/

**About Me**
https://sixtensch.github.io/about.html

**Linkedin**
https://www.linkedin.com/in/sixten-schelin