

# TOVE LAURSEN

## GAME PROGRAMMER

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Stockholm, Sweden

### ABOUT ME

Hi, my name is Tove! I'm a **hardworking, team oriented** game programmer looking for a **passionate and dedicated team** to be a part of!

### LINKEDIN

[linkedin.com/in/tove-laursen](https://linkedin.com/in/tove-laursen)

### PORTFOLIO

[tovelaursen.com](https://tovelaursen.com)

### SKILLS

- C++
- C#
- Unity
- Unreal Engine 5
- DirectX11
- Dear ImGui
- SCRUM/Agile work management
- Git

### LANGUAGES

- Swedish
- English

### WORK EXPERIENCES

#### Wishfully Studios

##### Game Programmer

Gothenburg, Sweden      2025/04 - (Present)

##### Game Programming Intern

Gothenburg, Sweden      2024/09 - 2025/03

- Game development using **Unity** and **C#**
- Working on tasks spanning many different areas: Developing **tools**, implementing new **gameplay** features, **UI** and **audio** to name a few
- Working independently with planning tasks, joining in on feature meetings and being a part of the whole team

#### WEEKDAY, H&M Group

##### Store Controller

Stockholm, Sweden      fulltime 2015 - 2022/09

##### Floor Manager

Stockholm, Sweden      fulltime 2011 - 2015

- Budgeting, Scheduling and Managing salaries for a team of up to 50 staff members
- Educating staff members across several stores on new systems roll-out, working in close contact with IT
- Driving sales
- Team management

### EDUCATION

#### The Game Assembly

##### Game Programming

Higher vocational education

Stockholm, Sweden      2022/09 - 2025/04

- Including courses such as: AI programming, design patterns and graphics development
- Developing a **custom game engine** with a team of 6 programmers using **DirectX11** and **C++**
- Developing 8 games in **multidisciplinary teams**