

Tove Laursen

Game Programmer

CONTACT

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PROFESSIONAL EXPERIENCE

The Game Assembly

Substitute Teacher 2026/01 – Present

- Assisting students with game projects
- Covering for programming courses such as **Visual Scripting**

Wishfully Studio

Game Programmer 2025/04 – 2025/11

Game Programming Intern 2024/09 – 2025/04

- Game development using **C#** and **Unity**
- Working on tasks spanning many different areas such as tools, UI, audio and Gameplay
- Close collaboration with the design team to make new features come to life

Weekday, H&M Group

Store Controller 2015 – 2022/09

Floor Manager 2011 – 2015

- Budgeting, scheduling and managing salaries for a team of up to 50 staff members
 - Educating staff across several stores on new systems roll-out, working in close contact with the IT-department
 - Driving sales and **team management**
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EDUCATION

The Game Assembly

Game programming 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
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SKILLS

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|---------|-----------------|-----------|
| • C++ | • Unreal Engine | • English |
| • C# | • SCRUM | • Swedish |
| • Unity | • Git and P4V | |