Viktor Tholén

ENGINEERING STUDENT

EDUCATION

M.Sc. in Media Technology and Engineering
Linköping University, Norrköping, Sweden
August 2017 – Current

Relevant Courses:
Procedural images, TNM084
Design and programming of computer games, TDDD23
Modelling and animation, TNM079
SFX – Tricks of the trade, TNCG13
Global illumination and rendering, TNCG15
Data visualization and virtual reality, TNM094
Modelling and simulation, TNG022
Communication and user interfaces, TNM040
3D – Computer graphics, TNM061

Technology Program
Ehrensvärdska Gymnasium, Karlskrona
August 2014 – June 2017

EXPERIENCE

Master Thesis Intern - DICE (EA Digital Illusions CE)
January 2022 – Current
Study of fire propagation techniques inside multiplayer games, implementation of two methods using the Frostbite Engine and C++.

Tech Developer Intern - Populum
June 2021 – August 2021
Visualizations of AI-data working with a Vue/.Net Core codebase.

Programmer - Unitalent
June 2019 – August 2019
Web programming project in collaboration with researchers at LIU. Development of a website for testing information visualization.

Earlier jobs
2015 – 2018
- Resident Care Assistant – Karlskrona Kommun
- Delivery and installation helper, HMC
- Driver and Packaging Helper – Veckans middag

DETAILS

Address:
Nygatan 61
60 234, Norrköping, Sweden

Mobile:
+46 702 980 745

E-mail:
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Languages:
Swedish, English

PROGRAMMING SKILLS

C++, C, C#, OpenGL, Python, JS/TS, Vue, React, Three.JS, PHP, SQL, CSS/HTML, JAVA

SOFTWARE

Unreal Engine
Unity
Frostbite
Perforce / Git
Blender
Maya
Substance Painter

LINKS

Linkedin:
linkedin.com/in/viktor-tholen

Portfolio:
viktortholen.github.io/portfolio