

Viktor Tholén

SOFTWARE ENGINEER

EXPERIENCE

Gameplay Software Engineer – Cloud Imperium Games

October 2022 – Current

Started in the Live Experience team and quickly moved to the primary gameplay feature team of Star Citizen. Shipped features and bug fixes for several patches of this AAA game.

Master Thesis Intern - DICE (EA Digital Illusions CE)

January 2022 – August 2022

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.

EDUCATION

M.Sc. in Media Technology and Engineering

Linköping University, Norrköping, Sweden

August 2020 – June 2022

B.Sc. in Media Technology and Engineering

Linköping University, Norrköping, Sweden

August 2017 – June 2020

Technology Program

Ehrens värdska Gymnasium, Karlskrona

August 2014 – June 2017



DETAILS

Address:

Manchester, United Kingdom

Mobile:

+44 750 0931 307

E-mail:

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Languages:

Swedish, English

Nationality:

Swedish

PROGRAMMING SKILLS

Main:

C++

Additional Skills:

C, C#, OpenGL, Python, JS/TS

SOFTWARE

Unreal Engine

Unity

Frostbite

Star Engine

Perforce / Git

JIRA

LINKS

LinkedIn:

linkedin.com/in/viktor-tholen