

KRISTIAN SVENSSON

Tools Programmer

PROFILE

I'm passionate about creating useful and user friendly tools in order to help my fellow developers achieve their goals. I believe in clear communication and strive to work for a diverse and inspiring environment in which we all can grow.

SKILLS

- C++ •
- C# •
- Team work •
- FMOD •
- Unreal Engine •
- Project Management •

ACCOMPLISHMENTS

Had a game be nominated at the Swedish Game Awards for best Mobile Game

Bachelor's degree in Computer science with focus on game development

Performed and recorded two EP records

Microphone technician at multiple music festivals

CONTACT INFO

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Tormestorp, Sweden

EDUCATION

THE GAME ASSEMBLY

Higher Vocational degree | Game Programming | 2022 - Present

- 8 game projects (6 in C++, 2 in C#)
- Created our own custom game engine with editor
- Created tools for Material editing, shader editing, animation blending, etc.
- Agile & Scrum development
- Helped develop a FMOD wrapper for custom engine

MALMÖ UNIVERSITY

Bachelors degree | Computer Science | 2019-2022

- Multiple projects in C# and Java
- Several courses in the Agile work process
- 7.5p course in Project Management
- Extended course in Systems Development

MARKARYDS COMMUNITY COLLEGE

Degree in Audio Engineering | 2012-2013

- Audio/Light-engineer for multiple produced shows
- Recorded and mixed several projects

WORK EXPERIENCE

ELECTRONIC REPAIRMAN/SALES

Elmelid Musik AB | 2014 - 2019

- Managed and maintained a electronic workshop
- Managed website stock and sales
- Sales and customer service

GROUP INSTRUCTOR

Fitness 24 Seven Hässleholm | 2017-2018

- Planned and conducted two classes a week in Indoor walking

LANGUAGE

- Swedish - Native Speaker
- English - Fluent