

Dedicated game design graduate with a background in programming and game graphics. Has extensive experience with debugging and creating visual effects and animations in-engine. Can adapt to production changes and eager to learn. Seeking to leverage my skills in a creative game studio as a programmer or tech artist (shader programmer, VFX artist, or tech animator).

Education

Uppsala University, 2021-2024
Bachelor of Game Design and Project Management

Technical skills

Languages: C++/C#, Python
Game engine: Unity
Version control software: Jira, GitHub, Plastic SCM, Source Tree
Graphic software: Blender, Photoshop, Aseprite, Inkscape
Game programming experience: General programming & debugging, game mechanics, 2D rig animation, VFX, shaders, HUD/UI, cutscene, and dev tools
Game art experience: 2D Animation, character design, VFX, and HUD/UI elements
Misc: Familiar with Agile working environment and currently learning Unreal Engine 5. Have took a course in Motion Capture.
Other: Have experience working on a team of up to eight, with artists and programmers, on a 3-year-long project, taking on roles such as producer and project manager in addition to programmer and technical artist.

Interpersonal skills

Fluent in spoken and written English. Good communication skills.
Able to work independently as well as in collaboration with a team.
Willing to learn from others, especially constructive criticism.
Self-aware and creative problem-solver.

Favorite games:

Celeste (Maddy Make Games Inc., 2018)
Hi-Fi RUSH (Tango Gameworks, 2023)
Katana Zero (Askiisoft, 2019)
Rabi-Ribi (CreSpirit, 2016)
Wildfrost (Deadpan Games, 2023)

Projects

Checkout Showdown | 2024

Roles: Game Mechanics Programmer, Technical Artist & Debugger
A thesis game project studying how claymation can be digitally emulated in a 3D physics-based environment, made by a group of five.

Bullet Dance | 2022-2024

Roles: Programmer & Debugger, Technical Artist, 2D Artist & Animator
An anime-as-hell, fast-paced, top-down, rhythmic bullet hell, boss rush game developed by group of eight. It won Student's Choice Award at Gotland Game Conference 2023 and is currently being further developed.

This is not a Treasure | 2023

Roles: Mechanics Programmer, HUD/UI Programmer
A prototype for an experimental card game, inspired by chess, memory and dungeon crawler games, made by group of six, under 8 weeks for a Game Design course.

Staff pointer | 2022

Roles: Input Programmer, HUD/UI Programmer & Debugger, Producer and Additional VFX works.
A drawing-based fighter using Wii Motes, made by a group of six, showcased at Gotland Game Conference.

Necrolux | 2022

Roles: HUD/UI Programmer & Visual Effects
A ghostly Shoot'Em Up game made for a Game Design course.

I will defeat Snowgirl | 2021

Roles: Sole programmer
A personal bullet hell project for 3-day game jam.

Miscellaneous:

Besides playing games, I have strong interest in visual arts. I enjoy walking. In my free time, I watch movies, read mythology/folklore stories, make digital art, make handcrafts and sometimes, do acrylic painting on canvas.