



# ANTON ERIKSSON

Game & Graphics Programmer  
Looking for internship

## EDUCATION

2022 - Now

### GAME PROGRAMMING

#### THE GAME ASSEMBLY

- Built custom Game Engine in C++ with DirectX11
- 8 game projects in multidisciplinary teams using daily Scrum: 2 projects in Unity and 6 in custom C++ engines
- 3D Math and Linear Algebra
- Software architectural skills
- Setup and used Perforce daily during 8 Game Projects

### COMPUTER GAMES PROGRAMME

#### SÖDERTÖRN UNIVERSITY

2020 - 2022

- Game Design and C# scripting
- 5 Game projects in Unity
- Game Design Theory

## EXPERIENCE

2017 - 2019

### IT-CONSULTANT

#### DK DATA & KONTOR

Provided IT solutions to companies and was responsible for various clients' phone exchange systems.

2014 - 2016

### NETWORK TECHNICIAN

#### RELACOM

Documented and planned on-site solutions in AutoCAD.

## ABOUT ME

I study game programming at The Game Assembly in Stockholm to begin a career in the game industry. I particularly love graphics programming and building engines. I am looking for an internship with start from September 2024. In my spare time I love playing instruments and making music. Before becoming a programmer I considered myself more of a graphical artist, modeling and animating assets for my small game projects.

## SKILLS

C++, C#, HLSL, DirectX11, Unity, Unreal Engine, Blender, Photoshop, Scrum, Perforce, Premake, Git


## CONTACT


 [Website](#)

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 [Github](#)

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