ANTON ERIKSSON

Game Programmer

EXPERIENCE

GAME PROGRAMMING INTERN
WISHFULLY STUDIOS

2024 - Now

- Physics-based player mechanics
- Visual effects using shader programming
- Collision handling for dynamic UI
- Collaborated with designers and artists to deliver fun gameplay and immersive visual effects

IT-CONSULTANT
DK DATA & KONTOR

2017 - 2019

- Provided IT solutions to companies
- Responsible for phone exchange systems

EDUCATION

GAME PROGRAMMING
THE GAME ASSEMBLY

2022 - Now

- 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
- Built my own Graphics Engine in C++ with DirectX11 with indirect lighting

COMPUTER GAMES PROGRAMME
SÖDERTÖRN UNIVERSITY

2020 - 2022

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

SKILLS

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

CONTACT

Website

LinkedIn

Github

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