

Daniel Carlsson

**Malmö, Sweden** 2019-08-04

**Phone**: +46707548858 **Mail**: contact@danielcarlsson.net **Portfolio**: www.danielcarlsson.net

CV

### **SUMMARY**

Worked in the game industry for 3+ years at Hello John Aps. During that time we launched the game Mechanic Miner to early access on steam. My responsibilities during that project was making tools and implementing gameplay elements. I have also got the opportunity to go beyond my responsibilities and worked with game design as well.

### **WORK**

# Game Programmer 2017-present Hello John Aps

www.mechanicminer.com

- Gameplay, worked with the mob behaviour, inventory system, quest system, save and load games, keybinding, etc.
- Steam workshop, implemented support for the steam workshop to support both blueprints and mods
- Tools, created a few tools to do different thing like uploading builds to steam, handling crash reports, pregenerate damage textures and also a public tool to upload mods to the steam workshop
- Backend, implemented render buffers, crash reporting system, and optimized the engine

Intern 2016-2017

## Hello John Aps

www.mechanicminer.com

• Gameplay, worked with the mob behaviour, day and night cycle, crafting menu, etc.

# **EDUCATION**

2014-2017	The Game Assembly thegameassembly.com/	Higher Vocational Education in Game Programming
2011-2014	Kristianstad University  hkr.se	Computer Science - Interactive Sound design
2008-2011	Ljud- och bildskolan Lund  /bs.se	Game development



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# **SKILLS**

●●●○ Visual Studio 2015 I handle the program well. C++ Know the language well. C# Know the language well. Python Know the language well. •••• Network Good understanding. •••00 •••• LUA Good understanding. • • • ○ ○ DirectX 11 Good understanding. •••0 OpenGL Good understanding. •••o XML Good understanding. •••• HTML Good understanding. ●●●○○ Linear Algebra Good understanding. •••oo HLSL Good understanding. ••ooo PhysX Comfortable but inexperienced ••ooo Photoshop Comfortable but inexperienced

### **EXPERIENCE**

2014	Nordic Game Conference	Volunteer
2015	Nordic Game Conference	Volunteer

## **LANGUAGE**

Swedish Native language English Full professional proficiency

References available upon request.