Christopher Vedlund
Game Programmer

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Education

● August 2023 - Current
The Game Assembly, Stockholm
Game Programming
Higher Vocational Education

- Eight cross-discipline group projects in Unity, TGA's custom engine and group made engine. Collaborated with Artists, Level Designers and Procedural Artists.

- Individual courses including C++, Graphics Programming using DirectX 11, Linear Algerbra, AI, Data Structures, Networking and more!

● August 2020 - June 2023
LBS, Borås
Game Programming - Technology Program
Upper Secondary School

- Three cross-discipline group projects in Unity. Collaborated with Artists.

- Individual courses including C#, Game Development Using Unity Game Engine, Graphics Design (Maya, Photoshop and Blender) and more!

Experience

● November 2021 - November 2021
Hemkodat, Gothenburg
Pedagogue

- Taught children the fundamentals of Scratch and game development, fostering logical thinking, problem-solving skills, and creativity through interactive projects.

Awards

LBS Game Programmer of the Year 2023

Software Skills

C++	●●●●●
C#	●●●●●
LUA	●●●●●
Visual Studio	●●●●●
VS Code	●●●●●
Perforce	●●●●●
YouTrack	●●●●●
Github	●●●●●
Unity	●●●●●

Other Skills

- Engine Programming
- Graphics Programming (DX11 & HLSL)
- Gameplay Programming
- Scrum

Languages

- Swedish - Native
- English - Fluent

Links

Linkedin   Portfolio

Itch