

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 Algebra, 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](#)