OM

OSKAR MAGNUSSON
GAME PROGRAMMER/TECHNICAL DESIGNER | PORTOFIOL - HTTPS://OSKARMAGNUSSON.SE/

PRESENTATION

Game programmer with an interest in gameplay programming and technical design. With a broad knowledge I can contribute with multiple parts of the game making process with the goal of creating fun and engaging gameplay experience.

COMPUTER SKILLS

Advanced skills:
C++
Moderate skills:
Unreal Engine, C#, Unity, DirectX 11, Git Bash
Basic skills:
JavaScript, Python

SKILLS

Swedish, native tongue.
English, fluent in speaking and writing.
German, basic.
B drivers license.
Nominated at the Swedish game award

WORK EXPERIENCE

INTERNSHIP • STUDIO GOBO • SEP 2021 – APR 2022
Full time intern as a technical designer. Mainly work as a support for designers with fixing bugs, creating new tools and features. Also helped with polishing features so that they would be ready for release.

WAREHOUSE WORKER • ARLA FOODS • JUN 2018 – CURRENT
Part-time job in tandem with studies.

SUMMER JOB • RETIERMENT HOME • SUMMER 2015
Summer job helping out with daily chores.

EDUCATION

GAME PROGRAMMER •THE GAME ASSEMBLY•AUG 2019 – APR 2022
Program with focus on programming for video games. Mainly focused on C++ programing with some C#. The program consisted of making games from scratch in our own custom build 3D game engine made using C++ and DirectX 11.

GAME DESIGN & SCRIPTING • SÖDERTÖRNS HÖGSKOLA • AUG 2016 – JUN 2019
Program focused on gamed design and scripting but also the game industry, marketing and research. Bachelor's thesis was written within media technology.

MEDIA TECHNOLOGY • GRILLSKA GYMNASIUM • AUG 2013 – JUN 2016
High school program focusing on media technology.