Ivar Sidorsson

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LinkedIn
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Position
Graphics Programmer

Skills

C++	Primary language. Inexperienced with advanced metaprogramming.
C#	Secondary language. Inexperienced with .NET.
Perforce	Basic usage.
Git	Basic command-line usage.
Unreal Engine	Good understanding of both C++ and Blueprint usage.
Unity	Good understanding of core functionality.
Direct3D 11	Good understanding of a simplistic renderer.
Direct3D 12	Limited understanding of CPU-GPU synchronization.
HLSL	Basic understanding of shader model 5.0 and 5.1.

Language Proficiency
- Swedish - Native
- English - Fluent

Education

Game programming - The Game Assembly Malmö
Malmö, Sweden 2022 - Present
- Linear algebra, object-oriented design, data structures, algorithms, tools programming, graphics programming, artificial intelligence, networking, debugging, optimizing
- Game engine from scratch using Direct3D 11
- 8 agile game projects in groups of 12-18

Game development - LBS Kreativa Gymnasiet Göteborg
Gothenburg, Sweden 2019 - 2022
- Upper secondary education
- Gameplay programming in Unity
- 3 game projects in groups of 4
- Diploma project in Unreal Engine

Work Experience
- Dry goods department
  ICA Nordeviks Summer 2023
- Baker
  ICA Nordeviks Summer 2022

Other Merits
- LBS Game Awards 2022. Cogborne won best applied technology, best 3D graphics
- Multiplayer tank demo using Unreal Engine with Network Subsystem Steam and bot support, inspired by *Tiny Tanks!*
- NixOS/home-manager user
- Portfolio site made using Hugo, HTML, CSS, and Go.