

Ivar Sidorsson

Technical Artist & Game Programmer

Summary

Technical artist and game programmer searching for an internship. Experienced with rendering pipelines and custom tools development.

Skills

Software

Houdini
Maya
Substance Designer
Photoshop

Editors

Unity
Unreal Engine
Perforce
Git

Languages

C++
C#
Python
VEX

Graphics

RenderDoc
HLSL
Direct3D 11
Direct3D 12

Education

Technical Artist - The Game Assembly

August 2024 - Present

- 4 agile game projects in a group of 18
- 3D-graphics, scripting, shaders, VFX, rigging, procedural content generation

Game Programmer - The Game Assembly

August 2022 - June 2024

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

Game Development - LBS Kreativa Gymnasiet Göteborg

August 2019 - June 2022

- Upper secondary education
- Gameplay programming in Unity
- 3 game projects in groups of 4
- Diploma project in Unreal Engine

Miscellaneous

- Experience with Linux
- Experience with command line interfaces
- Unreal 4 C++ Multiplayer Master: Intermediate Game Dev at GameDev.tv

ivar@sidorsson.com

+46 72 730 75 69

Malmö, Sweden. Open for relocation.

Speaks Swedish natively, English fluently

www.sidorsson.com

[LinkedIn](#)

[GitHub](#)