OLIVER ANDERSEN

GAME PROGRAMMER

EDUCATION

The Game Assembly, Malmö *AUGUST 2016 - ONGOING (TO APRIL 2019)*
Advanced diploma in higher vocational education in Game Programming. Having created 7 games so far and 3 of them using my group's in-house DirectX 11 Engine.
Curriculum: *thegameassembly.com/programs/game-programming*

Törnströmska, Karlskrona *AUGUST 2013 - JUNE 2016*
Upper secondary education. An aesthetic program that specializes in game development, programming, art and animation.

EXPERIENCE

Mentor, The Game Assembly *NOVEMBER 2017 - JUNE 2018*
Mentored two first grade programming students at The Game Assembly through weekly checkup meetings with planning and programming help.

Volunteer, Nordic Game Conference *MAY 2017*
Welcomed attendees at the entrance, attended lectures about game development and expanded my social network.

Released Two Mobile Games *2014 - 2015*
Created multiple small games in Unity and released two of them on App Store and Google Play.

Internship at Gameport, Karlshamn *MARS 2012*
Developed smaller games under the mentorship of indie game studios Forgotten Key, Coastalbyte, Redgrim, 12 O'Clock Studios and Noumenon Games.

GAME JAMS

Virtual Reality Game Jam, Malmö *2016*
Held by Coffee Stain Studios and Stunlock Studios.

Kärlek Ettor och Nollor, Karlshamn *2013*
Developed a game together with an artist.

Arabic Game Jam, Malmö *2013*
Created a game made for the Arabic markets.

Kärlek Ettor och Nollor, Karlshamn *2012*
Developed a game with a fellow programmer.

MISCELLANEOUS

Class representative *2017 - 2018*
Met with the school board of The Game Assembly.

PADI Advanced Dive Certificate *2016*
Lived a month on the island of Cozumel, Mexico.

Student Council President *2015 - 2016*
Arranged events and discounts for the students.

Leadership and Survival Course *2013 - 2016*
Held by the Swedish Air Force.

OTHER EMPLOYMENTS

Plectrum Vesterbro, Copenhagen *JUNE 2017 - AUGUST 2017*
Waiter and bartender. Responsible for three-course dinner seatings with up to 40 guests. Shared responsibility for closing.

CONTACT

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oliver-andersen.se

The Game Assembly
www.thegameassembly.com

SKILLS

C++
"I work in this language daily."

Team Leading
"I am drawn to the leader role"

C#
"I know the language well."

Unity
"I handle this program effortlessly."

Programming in Threaded Environments
"Good understanding."

Agile Methodology
"I am confident in this field"

Lua
"I am confident with this language."

Unreal Engine
"I am confident using this program."

LANGUAGES

Swedish - Native
English - Full Professional Proficiency