

Technical Skills

Programming	C++, C#, Python, Go, JavaScript/TypeScript, React
Game Engines	Unreal Engine 5, Unity, Custom Engine (SDL3), Raylib
Gameplay Programming	Gameplay Systems, AI Systems, State Machines, Behavior Trees, Physics Integration, Input Systems
Graphics	OpenGL, WebGL, Three.js, HLSL/GLSL, Shader Development, PBR, Rendering Pipelines, Linear Algebra
Content Creation	Blender, Procedural Generation, Asset Pipelines
Workflow	Agile/Scrum, Jira, Confluence, Cross-functional Collaboration

Professional Experience

Today August 2025	Software Engineer / Tools Programmer, HiQ, Stockholm Developed and maintained internal tools and automation workflows to improve engineering productivity. Improved system reliability through refactoring, testing, debugging, and CI/CD improvements. Integrated external software components and collaborated with cross-functional teams. Python Go CI/CD Tool Development Automation Testing Git
Jan–Jun 2025	Procedural World Generation Engineer Master’s Thesis, FOI – SWEDISH DEFENCE RESEARCH AGENCY, Linköping Developed a procedural city generation system for large-scale simulation environments. Created scalable 3D environments using GIS data, modular assets, and optimization techniques. Built generation pipelines focused on performance and real-time rendering. C++ Unreal Engine 5 Procedural Generation GIS Blender 3D Graphics
Spring 2025	Teaching Assistant 3D Computer Graphics, LINKÖPING UNIVERSITY, Norrköping Guided students in computer graphics projects involving rendering, shaders, and debugging. Supported development using C++ and OpenGL. C++ OpenGL GLSL HLSL Rendering Shaders
Summer 2024	Software Developer Intern, ERICSSON, Linköping Developed visualization tools and dashboards for automated test data analysis. Improved internal applications through UI/UX improvements and automation. Python JavaScript Data Visualization Web Development Automation
2022	Teaching Assistant Web Development, LINKÖPING UNIVERSITY, Norrköping Assisted students with frontend and backend web development. Provided guidance in debugging, implementation, and code quality. HTML CSS JavaScript PHP MySQL Debugging

Education

2020–2025	M.Sc. Media Technology and Engineering (Game Development focus)
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