

# Linnea Almlöf

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Portfolio: [linneaalmlof.com](http://linneaalmlof.com) Location: Skövde



## Summary

I am a generalist game programmer looking for work in Skövde this spring. I have previous experience of ca 25 finished games or prototypes, and narrative design.

## Education

- **Internship Palindrome Interactive**, Skövde 2022 - Ongoing  
*After seven months at Palindrome my internship will end in April. I have learned a tremendous amount about game development, coding and last but not least, teamwork.*
- **Game Programming (Advanced Diploma in Higher Vocational Education in Game Programming)**, The Game Assembly Stockholm 2020 - Ongoing  
*I worked in C++ from day one, coding everything from my own engine with DirectX11, to core gameplay in our game projects and user-friendly tools for my teams.*
- **Computer Science, Drawing, Design and Writing**, University of Wisconsin-Stout Fall 2019  
*I studied my favorite subjects in the US during this fall adventure.*
- **Game Writing (Bachelor's Degree in Media, Aesthetics and Narrative)**, University of Skövde 2016 - 2019  
*I found my game dev path, inspiring narrative trials and a lot of solid game dev experience in the charming town of Skövde.*
- **Environment and Development**, Södertörn University 2014 - 2015

## Employment

- **Retail Employee**, Biltema in Skövde Summer 2022
- **Department Manager Dairy**, Coop in Västerhaninge Summer 2021
- **Garden and Greenhouse Employee**, Tiits Garden in Tungalsta Summer 2016 & 2017

## Languages and Software

- Native in **Swedish** and fluent in **English**.
- Avid user of **C++**, **Visual Studio** and **Scrum** for the last two and a half years.
- Have worked full time in **Unreal Engine 5**, C++ and Blueprints, for a total of soon 9 months.
- Some **C#** experience from two **Unity** game projects last year. I also worked almost exclusively in **Unity** at the University of Skövde.
- I am very familiar with **Dear ImGui**, **Perforce** and **GitHub** and slightly familiar with **DirectX11** after working with them during my educations within game development.