Linnea Almlöf

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Portfolio: linneaalmlof.com Location: Skövde

Summary

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

Education

- **Internship,** Palindrome Interactive   2022 - 2023
  Working in Unreal 5, I spent seven months of internship at Palindrome as the crescendo of my time at TGA (see below). I learned a tremendous amount about game development, coding and teamwork.
- **Game Programming (Advanced Diploma in Higher Vocational Education in Game Programming),** The Game Assembly Stockholm   2020 - 2023
  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
- **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

- **Fullstack Developer,** Piktiv in Skövde   2023 - Ongoing
  I work independently in a small team, and was recently promoted to Consultat after only one year as an Entry Level Consulant.
- **Department Manager Dairy,** Coop in Västerhaninge   Summer 2021

Languages and Software

- Native in **Swedish** and fluent in **English**.
- Avid user of **C++** and **C#** for the last four years.
- Worked full time in **Unreal Engine 5**, C++ and Blueprints, for a total of 9 months.
- Some **Unity** experience from both my game dev educations and game jams.
- I am very familiar with **GitHub** and **Agile** methodologies, and have worked a bit with **DirectX11, Godot, React, JavaScript** and **SQL** too.