Linnea Almlöf

0769489503 - linnea_almlof@outlook.com
Portfolio: linneaalmlof.com Location: Käpplunda Gränd 7, 541 41 Skövde

Summary

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

Education

- **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

- **Department Manager Dairy**, Coop in Västerhaninge   Summer 2021
- **Retail Employee,** Coop in Hjo   2020
- **Garden and Greenhouse Employee,** Tiits Garden in Tungelsta   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 years.
- 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.