



Oskar Emanuelsson

Game Programmer

✉ oskar.emmanuelsson@hotmail.se

🌐 <https://bit.ly/3vg62kJ>

🌐 oskaremanuelsson.net

☎ +46 0767710017

Skills:

- ❖ C++
- ❖ PhysX
- ❖ Unity
- ❖ C#
- ❖ DirectX

Languages:

- ❖ Swedish (Native)
- ❖ English

Education & Experience

Game Programming, The Game Assembly, Stockholm, 2021 – Present

C++, C#, Unity, Perforce, PhysX, DirectX

A two-and-a-half-year education with a heavy focus on group projects and preparing for the workspace.

Programmer, PhysOs, Ludum Dare Game Jam 49, 2021

C#, Unity

A small, UNITY based game made over the course of one weekend for the 49th Ludum Dare game jam.

Game Development, NTI Gymnasiet, Stockholm, 2016 – 2020

C#, Unity, GitHub, SteamVR

A three-year education focused on game development and programming. This involved several projects including one where we experimented with making games in VR.

Personal Profile

I am a Game Programming student looking for somewhere to intern for from August 2022 to April 2023. I am solution-driven, teamwork focused worker and I always try my best to communicate openly and be forthright with my thoughts.
