

DANIEL STRÖMBLAD

GAME PROGRAMER



CONTACT

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SKILLS

- C++
- C#
- DirectX 11
- MonoGame
- Unity
- Git
- Perforce (P4V)
- Scrum

LANGUAGES

- Swedish (native)
- English (fluent)

REFERENCE

Mathias Olausson

Mentor and teacher at LBS

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PROFILE

I am an ambitious 20-year-old guy with a B driving license aspiring to be an engine programmer. I enjoy difficult math problems, problem solving, intuitive interface design, and programming. I have good planning and communication skills. I work well in team settings and strive to always maintain peace.



EDUCATION

The Game Assembly Malmö 2024 - PRESENT
Game Programming

- Higher vocational education in game programming, with additional 7 cross-disciplinary game projects in groups of 13-21 people as well as building a custom game engine in C++ and DirectX 11.
- For my specialization I made an inverse kinematics system that was used for tweaking in-game characters.
- Notable experiences: Teamwork, agile workflow, sprint planning, Engine programming, tool development, visual scripting system, networking, and create a graphics engine.

LBS Kreativa Gymnasiet Helsingborg 2021 - 2024
Technology Programme

- Technical education with a focus on game development using C#.
- For my final project I wrote about the development of utility classes when making a game in a game framework.
- Some highlight worthy experiences were working with databases, encryption algorithms, networking, modding games and group projects in unity.
- In my third year I read courses in math 4 and 5 with physics 2 and applied programming as extracurricular.



WORK EXPERIENCE

Groundskeeper At Svalövs Montessori 2020 - PRESENT
Part-time

- Mainly during the summer months, I perform various tasks (mostly physical) for the school my father is principal over.
- I have experience both working with a team and as an instructor for summer workers.