

# JOAKIM LARSSON

## GAMEPLAY & AI PROGRAMMER

Game Programming student at The Game Assembly -  
Looking for a 30-week internship

### CONTACT

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📍 Lund, Sweden

### LANGUAGES

- Swedish - Native
- English - Fluent

### SKILLS

#### Proficient

- C++
- C#
- Visual Studio
- Perforce
- Scrum

#### Competent

- Unity
- ImGui

### EDUCATION

#### 2021 - Present

##### **The Game Assembly - Higher Vocational Education Game Programming**

- Full time Programming using primarily C++
- 8 Interdisciplinary Game Projects
- Agile software development
- Courses in algebra, design patterns, algorithms, rendering, tools, AI, networking and more.
- Building a Game Engine in DirectX11

#### 2019 - 2021

##### **Malmö University Game Development**

- Programming using C# and C++
- 3D modelling in Maya
- Game development using Unity and Microsoft XNA
- Courses in algebra, game design, software engineering, AI and more.