Amanda Rösler, Game Programmer

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Résumé

Work Experience

Game Programmer at Paradox Interactive — 2015 - Present

I am currently working as a gameplay programmer at Paradox Interactive, where I've so far contributed to Magicka: Wizard Wars and Europa Universalis IV. I worked on Magicka: Wizard Wars for about three months, during which time I added a new game mode, implemented some new features and fixed bugs. Wizard Wars was built with the Bitsquid engine, and the programming languages used were Lua and C++. For the last six months, I've worked on Europa Universalis IV, which is written in C++ and built with Paradox's in-house engine called Clausewitz. During that time, I've had the opportunity to do some memory optimizations and implement new gameplay features for an expansion. I am now working on the next expansion for EUIV.

Game Programmer at Toca Boca — 2011 - 2015

Toca Boca is a company that makes iOS and Android games for kids. I worked as the lead programmer on several of Toca Boca's games, for example Toca Mini and Toca Town, which were both written in C# and built with the Unity game engine. I also worked on Toca Tailor and Toca House, which were written in Objective-C and used the 2D game framework Cocos2D. My responsibilities mostly consisted of implementing gameplay and interaction systems, but I also wrote some animation and rendering code, and did performance and memory usage optimizations.

iOS/Android Programmer at Starmind AB — 2011

I worked with iOS and Android development at Starmind AB for six months in 2011, and was the sole programmer on several apps that were released during that time. The programming languages I used were Objective-C and Java.

iOS Programmer — 2010 - 2013

In 2013, I developed and released an iPad game called Gridlike, together with three of my friends. In 2011, I developed an iOS app called Talking Cards for children with disabilities, in collaboration with the Swedish company Röda Roboten Animation (http://rodaroboten.se). I also developed a notetaking and drawing app called SketchNotes for iPad, in 2010. All three apps were written in Objective-C.

Web Developer — 2006 - 2010

I have developed over ten commercial web sites in my spare time since 2006, for example svartafaret.nu.

Education

Computer Science, Master's Program, Royal Institute of Technology — Fall 2010

The Master's Program in Computer Science at the Royal Institute of Technology in Stockholm constitutes of classes within computer security, advanced algorithms and artificial intelligence, among other topics. I never finished the program because I received a job offer after the first semester, and decided to take the offer.

Game Programming, Bachelor's Program, Blekinge Institute of Technology — Fall 2006 - Spring 2009

The Bachelor's Program in Game Programming is a three year software engineering program that gives in-depth knowledge in the fields of computer science, programming and mathematics. The main focus of the program is game development, and it includes courses on 3D rendering, artificial intelligence, real-time physics and performance optimization, as well as two major game development projects done in teams.

Exchange Student, California State University East Bay, Hayward, USA — Spring 2006

In spring 2006, I studied *Computer Organization and Assembly Language Programming* and *Introduction to Systems Programming* at CSU East Bay in Hayward.

Free-Standing Courses, Blekinge Institute of Technology — Fall 2005 - Spring 2006

During the fall semester of 2005 and the first two months of 2006, I took the following courses at Blekinge Institute of Technology in Ronneby: *Object-Oriented Programming*, *Programming in C, Programming in C++* and *Algorithm Design and Data Structures.*

International Baccalaureate Diploma Programme, Söderportgymnasiet, Kristianstad — Fall 2002 - Spring 2005

The IB Diploma Programme is a comprehensive and challenging pre-university program where almost all subjects are taught in English. Students at the program choose six subjects that they study in depth, and I chose Swedish, English, Mathematics, Physics, Economics and Geography.

Selection of Computer Skills

Progamming Languages

C++, C, C#, Objective-C, Lua, Java, Python

Game Engines

Unity, Bitsquid, Clausewitz (Paradox's in-house engine)

Language Skills

Is Fluent In:

- Swedish (native language)
- English

References

References are available upon request.