

Emil Ström

Programmer

Portfolio emilstrom.com
Email emil.strom@futuregames.nu
Adress Mässvägen 10, 26071 Tullinge
Telephone +46 (0) 73 709 4210

Experience

Programmer and Designer, Inez & Adam AB
2016 – Ongoing

My position involves creating and designing the game system according to the firm's specifications, as well as integrating it with their existing technologies.

Teachers Assistant, Södertörns Högskola
2014 - 2015

I arranged and hosted several C# programming workshops, as well as helped plan out courses and lectures for the Game Design students. I did this alongside my own education.

Education

Futuregames, Game Design
2015 – Ongoing

With plenty of time and great teachers, I was able to dive deep into C++ and really practice and ship finished products. I took the position as team leader in many of our game projects to really harness my communicating skills and learning how to create and plan scalable products in a team environment.

Södertörns Högskola, Game Graphics
2014 – 2015

At Södertörn I balanced programming with 3D graphics to get a deeper understanding of all aspects of game development. Because of my background in programming I got to help out the design-part of the education, which gave me a great toolset for communicating ideas and techniques to other people.



Programming

C++ ●●●●●
C# ●●●●●
Lua ●●●○○
Java ●●●●○
JavaScript ●●●○○
HTML/CSS ●●●○○

OpenGL ●●●●○
Network ●●●●●
Multi-threading ●●●●○

Game Engines

Unity 5 ●●●●●
Unreal 4 ●●●●○
Defold ●●○○○

Version Control

SVN ●●●●●
GIT ●●●●○
Perforce ●●●●○

Other

Linear Algebra ●●●●●
Scrum ●●●●○
InDesign ●●○○○
Photoshop ●●●○○
Maya ●●○○○

Languages

Swedish (Native)
English (Fluent)

References are provided upon request