# Felix Ulvmåne

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## PROFESSIONAL EXPERIENCE

**Associate Engineer,** Studio Gobo, Brighton                                                         Apr 2023 - Present
Developing engine tools in **C++** and **Python** for **Unreal Engine 5** as part of the engineering team at the studio, working closely with technical artists to enable efficient content workflows.

**Intern Engineer,** Studio Gobo, Brighton                                                         Sep 2022 - Apr 2023
Developed tools and extended content pipelines in Unreal Engine 5.

## EDUCATION

**The Game Assembly, Malmö**                                                         Aug 2020 - Apr 2023
Higher Vocational Education, Programming
·   Developed 8 games in multidisciplinary teams.
·   Programmed DXMUI - a markup based DirectX11 UI generator.

**Lund University, Faculty of Engineering, Lund**                                                         Aug 2018 - Jan 2020
Computer Science & Engineering
·   Courses in computer science, math and physics.
·   Studied low level hardware, software and digital communication.

**Ljud & Bildskolan, Kristianstad**                                                         Aug 2015 - June 2018
Technical High School Diploma, Programming
·   Developed 3 Games in multidisciplinary teams.
·   Researched the Bartle taxonomy and how to apply it in game development.

**Umeå University, Umeå**                                                         Jan 2020 - June 2020
Video Games and Education I

**Blekinge Institute of Technology, Karlskrona**                                                         June 2020 - Aug 2020
Visual Design and Programming

## TECHNICAL SKILLS

**C++**, 1 year of professional experience at Studio Gobo, 2 years full time studying at The Game Assembly.
**Python,** 1 year of professional experience, developing tools at Studio Gobo.
**C#,** Intermediate level proficiency. Developed PC and Mobile games in Monogame/XNA & Unity.
**Unreal Engine 5,** Developed tools and content pipelines for the engine at Studio Gobo.
**Agile Development**, **Perforce**, **Jira,** 1 year of professional experience at Studio Gobo.

## LANGUAGE PROFICIENCY

**Swedish,** Native Proficiency
**English,** Full Professional Proficiency

## VOLUNTARY EXPERIENCE

**Student Representative**, The Game Assembly, Malmö