

Felix Ulvmåne

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EDUCATION

The Game Assembly, Malmö Higher Vocational Education, Programming <ul style="list-style-type: none">· Developed 8 games in multidisciplinary teams.· Programmed DXMUI - a markup based DirectX11 UI generator.	Aug 2020 - Present
Lund University, Faculty of Engineering, Lund Computer Science & Engineering <ul style="list-style-type: none">· Courses in computer science, math and physics.· Studied low level hardware, software and digital communication.	Aug 2018 - Jan 2020
Ljud & Bildskolan, Kristianstad Technical High School Diploma, Programming <ul style="list-style-type: none">· Developed 3 Games in multidisciplinary teams.· Researched the bartle taxonomy and how to use it in game development.	Aug 2015- June 2018
Umeå University, Umeå Video Games and Education I	Jan 2020 - June 2020
Luleå University, Luleå Video Game production	Jan 2020 - June 2020
Blekinge Institute of Technology, Karlskrona Visual Design and Programming	June 2020 - Aug 2020

TECHNICAL SKILLS

C++, Two years full time experience at The Game Assembly. Advanced knowledge of STL & DirectX11.
C#, Intermediate level proficiency. Developed games in Monogame/XNA & Unity.
Agile Development, Well versed in SCRUM & Agile game projects.
Perforce, Main version control tool at The Game Assembly.

VOLUNTARY EXPERIENCE

Student Representative, The Game Assembly, Malmö

- Represented the 2020 programmer class in the board of directors.

Financial Accountant, Ljud & Bildskolan Student Council, Kristianstad

- Organized Events and managed the bookkeeping.

Board Member, Konnichikai, Kristianstad

- Planned Conventions for members during 2016 & 2017.
- Represented the organization at Sveroks National Assembly in 2017.

LANGUAGE PROFICIENCY

Swedish, Native Proficiency
English, Full Professional Proficiency