

Thea Nilsson

Game Programmer & System Developer

Contact



+46 720 019 415



thea.nom.vy@gmail.com



theanilsson.github.io



github.com/theanilsson



linkedin.com/in/theanilsson/

Skills

- C++, C#, HLSL
- Perforce, Git
- Unity, Unreal Engine
- RenderDoc, VS Profiler, Pix
- Nvidia PhysX, DirectX11, Dear ImGui
- Scrum/Agile (DevOps, Jira, YouTrack)
- SQL, Json, Javascript, HTML, CSS

Merits

Unreal Engine C++ Course

Udemy, GameDev.tv | 2022

Student Buddy (mentor for new students)

Awarded the student buddy of the year award
University of Borås | 2018

Board Secretary & Event Organizer

Borås LARP Association | 2014 - 2020

Administrative Assistant (summer job)

City of Borås | Jun 2016 - Jul 2016

Languages

Swedish - Native

English - Proficient

Education

Game Programmer

The Game Assembly, Stockholm | Aug 2023 - Present
Higher Vocational Education

- Built our own custom C++ game engine using DirectX11 and Nvidia PhysX
- 7 cross disciplinary game projects, 2 in Unity, 5 in custom C++ engines
- Learned and refined skills in 3D math, linear algebra, AI behavior, data structures, algorithms, scripting, profiling, optimization and network, graphics & tools programming

System Development, Programming

University of Borås | Aug 2017 - Jun 2020
Bachelor's Degree

- Courses in various fields surrounding software and systems development, e.g. database architecture, UI/UX design, system architecture and systems programming

Game Programmer

LBS Borås | Aug 2013 - Jun 2016
High School

- Learned the basics of programming in C#, 3D math, animation, CAD, game design and game development
- 3 cross disciplinary game projects in Unity

Professional Experience

System Development Specialist

Evolution Commerce | Mar 2022 - Feb 2024

- Desktop, web and mobile development with a focus on async .NET REST api integrations in C#
- Agile development in a team of 20+ coworkers

System Developer

ACG Group | Dec 2020 - Mar 2022

- Fullstack async web development with a focus on frontend using primarily Angular, Javascript and raw HTML/CSS