



LINA WARNTOFT

GAME PROGRAMMER | LINAWARNTOFT.COM

LANGUAGE

Swedish - Native language
English - Fluent

MAIN SKILL

C++ - Two years fulltime experience of making games and one bachelor's project

SKILLS

Well versed in:

C++, C#, Unity, Visual Studio, ImGui, Perforce, HLSL

Basic knowledge in:

DirectX 11, SQL, HTML, CSS, Python

Built my website using:

Bootstrap v5.0, Python, Flask, Git, Heroku

Drivers license

PROFILE

I am a game programming student at The Game Assembly in Malmö. I enjoy most game programming challenges, however, I particularly enjoy systems, tools and AI. I am looking for an internship starting August 29th, 2022, until April 7th, 2023.

EDUCATION

GAME PROGRAMMER • THE GAME ASSEMBLY • 2020 - PRESENT

During my stay at TGA I have worked in 6 different groups and developed 7 games half time. The latest two games were made in our own 3D engine which we built during one of our courses.

ASTROPHYSICS BACHELOR • LUND UNIVERSITY • 2015 - 2019

My bachelor project is Fast Simulations of Star Cluster Evolution (2019). The program that I developed was written in C++.

EXCHANGE STUDIES • SANTA CLARA UNIVERSITY, CA • 2018

My courses included Object-Oriented Programming in C++, Cosmology, Quantum Mechanics and Ethics in Technology.

EXPERIENCE

OUTREACH WORKER • LUND UNIVERSITY • 2017-2020

The Physics & Laser Show build and perform physics experiments for children and students to encourage future studies in physics.

PART TIME SHOP ASSISTANT • ICA NÄRA TORNET • 2019-2020

PART TIME SHOP ASSISTANT • CITY GROSS BERGA • 2014-2017



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