

# Eric Karlsmyr

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in LinkedIn

🖱 Portfolio (karlsmyr.dev)

## EDUCATION

### The Game Assembly

Game Programmer

Programming in modern C++ with focus on game development.

2020 – 2023

Stockholm, Sweden

### NTI

Information- and media technology

Focus on game development

2017 – 2020

Stockholm, Sweden

## SKILLS

### Modern C++

Proficient

### Perforce (P4V)

Comfortable

### Agile Workflow (SCRUM)

Experienced

### Git (GitHub Desktop)

Comfortable

### HLSL

Comfortable

### C#

Familiar

### DirectX 11

Comfortable

### Unity

Familiar

## LANGUAGES

### Swedish

Native

### English

Fluent

## INTERESTS

### Gameplay

I enjoy programming for gameplay because it merges my technical skills with my passion for creating immersive, interactive experiences. It involves designing and implementing gameplay features by understanding game mechanics and player experience. I find it to be challenging and rewarding, as it allows me to create experiences that can captivate and engage players.

### Systems

I am interested in developing systems because it involves working with complex, interconnected components to achieve specific goals. Developing systems requires a deep understanding of how different components work together and can be optimized.