

# André Andersson

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Portfolio: [andreandersson.se](http://andreandersson.se)

## Skills

### Programming languages

Python  
JavaScript  
C#  
SQL

### Platforms

Windows  
PlayStation 4  
Linux (Arch, Solus)

### Libraries

React, Flask, Requests, SFML, Havok

## Projects

### Dofna

2017 Main gameplay programmer, implemented Havok physics.

### Labrys

2016 Created a framework containing Lua for scripting and FMOD for audio. All the game's logic comes from Lua.

### Outpost Omega

2016 implemented pathfinding and collision. Created a particle system editor. Implemented an instancing system.

## Work Experience

**Inet AB** 2017-  
System developer

**Zordix** 2016-2017  
Programming intern

**Bahnhof** 2015  
Receptionist

## Education

**PlaygroundSquad Falun** 2015-2017  
Game programming

**KTH Kista** 2014-2015  
Computer Engineering

**Upper Secondary School** 2011-2014  
2017 Technology Programme

## Languages

2016 **Swedish** Native Speaker  
**English** Fluent

## Awards & Accolades

2016 **Sommarlovsentreprenör** 2012  
Started a company which made websites for companies

## References

### Tomas Olander

Programming supervisor, PlaygroundSquad  
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