

# André Andersson

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Portfolio: <http://andreandersson.se>

## Career Goal

Being a part of creating innovative and unimagined games.

## Skills

### Programming Languages:

C++ (proficient, main language)

Python (proficient)

JavaScript (proficient)

### Platforms:

Windows PC

PlayStation 4

### Libraries:

FMOD, SFML, TenGine, Havok, Angular

## Projects

### Outpost Omega

Implemented pathfinding and collision.

Created a particle system editor.

Implemented an instancing system.

### Labrys

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

### Dofna

Main gameplay programmer. Implemented Havok physics.

## Education

**PlaygroundSquad Falun** 2015-  
Programmer

**KTH Kista** 2014-2015  
Computer Engineering

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

## Previous Work Experience

**Zordix Umeå, SE** 2016-2017  
Programming intern

**Bahnhof Borlänge, SE** 2015  
Worked as a receptionist

## Languages

**Swedish** Native speaker

**English** Fluent

## Awards & Accolades

**Sommarlovsentreprenör** 2012  
**Dalarna**

Created a company which designed websites for companies

## References

**Tomas Olander**  
Programming supervisor,  
PlaygroundSquad

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