



Johan Anderdahl

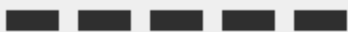
Game / Graphics programmer

Contact

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Skills

C++



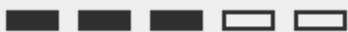
"I work with it daily."

Direct3D 11



"I work with it daily."

OpenGL 4



"Very Comfortable but haven't used it in a while."

C#



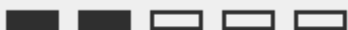
"I'm familiar with it."

Lua



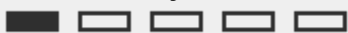
"I'm familiar with it."

Autodesk 3ds Max



"Comfortable but inexperienced."

Autodesk Maya



"I know the basics."

Languages

Swedish - Native
English - Full Professional Proficiency



Education

- **The Game Assembly 2016 - 2019**
Advanced Diploma in Higher Vocational Education in Game Programming
- **Blekinge Institute of Technology 2011 - 2014**
Bachelor's degree, Technical Artist in Games
- **Brogårdsgymnasiet 2008 - 2011**
Upper secondary school with technology and engineering alignment

Experiences

- **Volunteer at Nordic Game Conference 2017**
Helped out during the conference with helping the speakers preparation for their presentations.
- **VR GameJam 2016 at The Game Assembly**
Made a strategy VR game with three other people in Unity. Made models for the game.
- **BossJam 2015 at Blekinge Institute of Technology**
Made a top down tank shooter party game with three other people in Unity. Made models for the game.
- **WonderLAN, Malmö 2014**
Helped organize a LAN on Blekinge Institute of Technology.

Other Employements

- **Cleaning job at Olssons städ, Kristinehamn 2015**
Cleaning and sanitation of burned apartments.
- **Summer job at Rolls-Royce, Kristinehamn 2011**
Sorted and digitize the blueprints files in their archive.