

CV

Linus Ljungman
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EDUCATION

2014 – (2017)	The Game Assembly www.thegameassembly.com	On graduation: Advanced Diploma in Higher Vocational Education in Game Programming
2003 – 2006	University of Skövde www.his.se	Computer Game Development: Art Bachelor of Media
2000 – 2003	Kattegattgymnasiet, Halmstad	Technical Program with IT focus

SKILLS

Good	C++ Debugging Working closely in cross disciplinary teams Agile development
Intermediate	OOP Optimization Linear algebra Design patterns DirectX11 HLSL XML Lua AI
Basic	C# PhysX

EMPLOYMENT

2012 – 2014	ICYou AB www.icyougroup.com	Technical Artist for iOS and Android games
2009 – 2012	Ramböll Sverige AB www.ramboll.se	3D Artist for road and construction visualizations
2007 – 2009	Dynagraph AB	3D Artist for road and construction visualizations
2007	WM-Data (through Poolia)	3 months IT-support over the phone for FMV
2006	Lockpick Entertainment	Technical Artist and Animator

PROJECT EMPLOYMENT

2007	Nuclear Blast in collaboration with www.prodz.net	Animation of falling tiles in temple ruin in music video Therion – Son of the Staves of Time
2007	The TV-Cup in Skövde	Lead animator for TV commercial
2007	Department of Communication and Information, University of Skövde	Research project 3D animation of terrorist attack on Karlskoga
2005 – 2006	Department of Communication and Information, University of Skövde	3D graphics for Games and Traffic Safety research project
2005	Department of Communication and Information, University of Skövde	3D graphics for 3D-cave immersive experience in collaboration with Ire Furniture and Tibrokök

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EXPERIENCE

2015	Nordic Game Conference	Volunteer
2014 – 2016	The Game Assembly	Class representative
2015 – 2016	The Game Assembly	TRUM Master for the following game projects: Turn-based Strategy Space Shooter Real-Time Strategy
2007	Västerhöjdsgymnasiet	Volunteer tutor in Mathematics for upper secondary school

SINGLE COURSES

2011	University of Skövde his.se	Project management with a focus on planning (7.5 credits)
2011	Jönköping University ju.se	Video Editing and Video Production (7.5 credits)
2011	Mid Sweden University miun.se	Photography, digital still (7.5 credits)
2007	University of Skövde	Computer graphics, implementation and algorithms (7.5 credits)
2007	University of Skövde	Digital Technology (7.5 credits)
2007	University of Skövde	Wave Physics (7.5 credits)
2006 – 2007	University of Skövde	Linear Algebra (7.5 credits)
2006 – 2007	University of Skövde	Web Design (7.5 credits)
2006	University of Skövde	Operating Systems (7.5 credits)
2005	University of Skövde	Media Teaching (7.5 credits)
2004	University of Skövde	Programming Methodology (7.5 credits)

LANGUAGE

Swedish	Native
English	Full professional proficiency

Made our own game engines during the time on The Game Assembly. Three 2D games with HGE (for rendering only) and three 3D games with DirectX11 (the last one also using PhysX).

References available upon request.

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