

DEXTER ABRISIUS

GAME PROGRAMMER



CONTACT

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[LinkedIn](#)

SKILLS

Decently experienced with:

- Teamwork
- Communication
- C++
- Visual Studio

Somewhat experienced with:

- Unity
- C#
- Perforce

LANGUAGES

- Swedish (native)
- English (fluent)



PROFILE

Ever since I was young I have dreamt of being able to create the games I love so much. Now, nearing the end of my education at The Game Assembly, I am happy to have found that my passion has only strengthened. Developing games has also sparked my love for working in a team and contributing my part to the whole.



EDUCATION

Game Programmer 2023 - Present
The Game Assembly (TGA)

- 8 collaborative game projects with team members from all disciplines.
- Primary focus on C++ and custom engines, but also some C# and Unity.
- Specialization in game programming.
- AI, visual scripting, network programming, DirectX11, HLSL, algorithms, data structures, design patterns, linear algebra.



WORK EXPERIENCE

Markentreprenad SUMMER 2020
Feriepraktik - paid internship

- At Markentreprenad I cleaned & washed cars.
- This gave me work experience and improved my ability to make an effort no matter what task I needed to do.



OTHER MERITS

D&D Dungeon Master

I have three years of experience as a DM for both friends and strangers. This has taught me leadership skills, problem solving, creativity, and game design.

Student Award from Gymnasium/Upper Secondary School

I won an award for exceptionally high grades when I graduated from my upper secondary school, LBS Gymnasium.