LUDVIG BAUMMANN OLSSON

GAME PROGRAMMER

Phone
0707334316

Email
ludbaumolss-business@hotmail.com

Websites
http://ludvigbaummannolsson.com/   Linkedin GitHub

C# C++ Unity Unreal Engine Blueprints Perforce GIT

Jira Zbrush Blender Motion Capture English Swedish

About Me

I am a gameplay programmer who likes solving challenging gameplay conundrums and making games feel fun to play. The two things that I enjoy doing the most is making controls feel responsive and engaging, as well as making systems that enhance the gameplay experience for the player. I have a modular workflow where I utilize lots of interfaces and try to keep classes as encapsulated as I possibly can. I am open to criticism and always willing to learn from my mistakes. I am a quick learner who likes trying new things and I am able to operate calmly under stressful situations. I value communication very highly and I always make sure that I am on the same page as everyone else. I always take time to help my teammates when they need it, since a problem stopping their progress is a problem stopping the team's progress. When indecisiveness is abound I usually take charge to try and get us back on track.

Education

2021-2023
Future Games

Higher Vocational Education Diploma: *Game Programming*

This education focused on practically learning game programming by providing me with mentoring from industry professionals and an opportunity to work with other students from different disciplines on game projects.

2020-2020
Lexicon West

Vocational Education Diploma: *Systems Development .NET*

A four month education focusing on systems development using C# .NET. Focusing on building web interfaces that could communicate with databases.

2016-2019
Uppsala University

University Bachelor's Degree: *Game Design*

Studying theoretical game design, I worked with other students from other disciplines on game projects. I focused mostly on coding in the projects I worked on. The topic of my thesis was regarding various types of controllers and their impact on the users gameplay experience.

2013-2016
NTI High school Stockholm

High School Degree, Technology: *Information And Media Technology*

The Education focused on math, programming, physics and computer technology. I took extra language courses in japanese and english. My specialization was software development, which focused on computer graphics and video game development.

Previous Job

Biltema
2022 - 2022

Shop Assistant

I worked in the first department people entered when they arrived at the store. My job was to help customers, restock shelves and keep my department organized. I always made sure that everyone who came to me for help was greeted with respect and helped to the fullest extent I could. I worked from 06:00 to 15:00 on weekdays and from 08:00 to 18:00 on weekends.