



# ANDRÉ JÄDERQVIST

## GAME PROGRAMMER

### Contact

#### Phone

+4676 135 01 01

#### Email

ajaderq@hotmail.com

#### Address

Askungevägen 13  
176 70 Järfälla

#### Website

[andrejaderqvist.com](http://andrejaderqvist.com)

#### Linkedin

[myLink](#)

### Skills

- C++ & C#
- Perforce & SourceTree
- Unity
- Photoshop
- Maya & Blender
- Agile & SCRUM

### Language

Swedish Native  
English Full professional  
proficiency

### Education

#### The Game Assembly, Kista Game Programmer

2022 - Present

- 8 Diverse game projects.
- C++ programming.
- Linear algebra.
- Software architecture and design patterns.
- Data Structures and algorithms.
- Applied Graphics Programming(DX11).
- Tools development.
- Applied AI programming.
- Applied Software development,
- Applied Network programming.
- Specialization: **Procedural Animations.**

#### Nackademin, Solna

2019 - 2020

#### XR/VR/AR - Development in Unity & Maya

- Programming in Real-time engines, Unity, C#
- 3D-Graphics, Maya & Blender.
- Agile Workflow.
- Augmented Reality.
- Interface & interaction.
- VR Storytelling.
- Sound: Fmod, Wwise.
- Implementation & Publishing.
- VR-Development MobilePlatform.

### Experience

#### Max Burgers

2017 - 2019

Worked at Kungsträdgården which is the companys most busy restaurant. It taught me about navigating stressful situations and the importance of teamwork.

### About Me

My interests are technology, gaming and all things nerdy. I like to keep up with the development of technology and I love to dig into things I want to learn more about. Looking forward to working with fellow nerds and I like to dream about one day starting my own indie game studio.