

Porting and UI Graphics Engineer

Experience

- 02/2016 – Today **Self-employed – A.C. Kod och Konst AB**
Multiplatform graphics programming
Ported The Witness to iOS: shaders, performance, audio, iCloud
Rewrote renderer for Synthesia and ported it to Metal
- 05/2015 – 10/2015 **Bitsquid / Autodesk – Software Developer, Core**
CPU and memory performance
Data compilation pipeline: addressed technical debt, parallelization
- 01/2015 – 04/2015 **Uprise – Software Engineer**
Domain expert for UI and graphics in Frostbite
Onboarded the entire team on Frostbite, defined strategy for a new project
- 03/2014 – 12/2014 **Frostbite Rendering – Software Engineer**
Lead programmer for UI Rendering
Enabled better workflows and documentation for users all over EA
Consulted directly for Battlefield and made their UI art direction happen
- 09/2013 – 02/2014 **Frostbite Go – Associate Software Engineer**
Frostbite ports to Mac OSX, iOS, Android
Shader pipelines, core and rendering systems
- 08/2012 – 09/2013 **EA DICE, Battlefield 4 UX – Associate Software Engineer**
UI rendering, CPU / memory performance, workflow improvements

Education

- 2016 – 2017 **Textile Handicraft: Foundation diploma – HV Skola, Sweden**
Weaving, dyeing, embroidery, textile design
- 2011 – 2012 **Vocational Graphics Programming BSc. – IUT d'Arles, France**
C++, image processing, OpenGL, interactive book on iPad
- 2009 – 2011 **Vocational Programming Degree – IUT A de Lille 1, France**
C, Java, Databases (SQL), law, business management, communication

Others

- Languages** Bilingual French-English, fluent Swedish, rusty German
- Video Games** Research, prototyping, and even playing them sometimes
- Arts and crafts** Weaving, embroidery, glassblowing, watercolor painting
- Music** Former harpist, now mostly enjoying overcomplicated electronic metal