

# ANTON LIIVAK

GAME PROGRAMMER



## Contact

---

**Location:**

Nacka, Sweden.

**Phone:**

(+46) 73-988 06 03

**Email Address:**

[liivak.anton@gmail.com](mailto:liivak.anton@gmail.com)

**Portfolio:**

[www.liivak.dev/](http://www.liivak.dev/)

**LinkedIn:**

[www.linkedin.com/in/anton-liivak](http://www.linkedin.com/in/anton-liivak)

## Languages

---

**Swedish** – Native

**English** – Fluent

## Skills

---

C++

C#

Unity

Visual Studio

Perforce (P4V)

Git (GitHub Desktop)

DirectX11

## About

---

Hi! I am a game programmer currently studying at The Game Assembly, Stockholm. I am looking for an internship starting fall 2022. As of the end of my education, I will have been part of eight different game projects.

My main focus and interest: Gameplay programming!

## Game Projects

---

**Nalo** (Obstacle game)

Gameplay & UI

**Kurtis** (Mobile Puzzle)

Gameplay & UI

**Kinzo: God's Mistake** (Shoot 'Em Up)

Gameplay

**Forknight** (2D Platformer)

Gameplay

**Thorwald's Lament** (2D Adventure)

Gameplay

**Solaris** (Dungeon Crawler)

Gameplay & Engine

**AxelErasion** (Parkour FPS)

Gameplay & Engine

## Education

---

### The Game Assembly - Game programming

Higher vocational education

September 2020 - ongoing | Stockholm, Sweden

Game programming education with a focus on C++. Game development in Unity, school's in-house engine and our group's own DirectX11 Engine.

### LBS Kreativa Gymnasiet - Game development

Upper-secondary education

August 2016 - June 2019 | Stockholm, Sweden

Game development education with a focus on game design and programming. We learned C# and worked in Unity.

## Merits

---

### Swedish Game Awards 2021

My group got nominated for Mobile Game of The Year, with our game [Kurtis](#).

## Experience

---

### Polismyndigheten - Museum Host/Receptionist

June 2021 - ongoing | Stockholm, Sweden

### Försvarsmakten - Military Service

July 2019 - May 2020 | Halmstad, Sweden