

ANTON LIIVAK

GAME PROGRAMMER



Contact

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Languages

Swedish – Native

English – Fluent

Skills

C++

C#

Visual Studio

Unity

Perforce (P4V)

Git (GitHub Desktop)

DirectX11

Maya

About

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.

Education

The Game Assembly - Game programming

Higher vocational education

September 2020 - ongoing | Stockholm, Sweden

Game programming education with a focus on C++ programming. Game development in Unity, TGA2D (school's in-house engine), as well as 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 Engine.

Experience

Försvarsmakten - Military Service

July 2019 - May 2020 | Halmstad, Sweden

Polismyndigheten - Museum Host/Receptionist

June 2021 - ongoing | Stockholm, Sweden

Merits

Swedish Game Awards 2021

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

Know the language well

Know the language somewhat well

Know the program well

Comfortable in using this

Comfortable in using this

Comfortable in using this

Have had some experience with the API

Have had some minor experience with the program