

Emil Löfling

Contact Information

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I am currently looking internship September 2020 – April 2020 as part of my Game Programming studies at The Game Assembly. I would call myself a positive individual and always wanting to learn something new. I am passionate about my work and when working in a group I try find the best way I can help others.

Education

2018.09 – 2021.04	Game Programming, Malmö, The Game Assembly Advanced Diploma in Higher Vocational Education in Game Programming. Currently in my final year. At graduation I will have been part of making 7 games and a DirectX11 3D engine. The programme also includes courses in C++, maths, design patters, AI and more.
2017 – 2018	Industrial Engineering, Östhammar, Forsmarks skola Upper Secondary Engineer diploma in Industrial Engineering

Work Experience

Summer 2015, 2016 & 2017	Summer Staff, Uppsala, Alviks Måleri AB Worked as a painting intern. Worked on multiple sites both construction and renovation.
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Skills

C++	C++ is the language I'm most proficient in having written multiple games and an engine in it.
Lua	I have made two games in Lua one Point n Click game as one of the game projects at TGA. I and some friends also made a party game in it during Global Game Jam 2020
C#	As part of my education at TGA I made several tools using C# and WPF