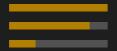


# **QUALIFICATIONS**

- Problem solver
- Flexible
- Technical

# **LANGUAGES**

Swedish English Spanish



## **INTERESTS**

- Gaming
- Programming
- Skateboarding

# **CONTACT**

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- % https://filipwickstrom.com
- in filipwickstrom
- FilipWickstrom
- ▶ TechFlip

# FILIP WICKSTRÖM

**GAME PROGRAMMER** 

I'm a passionate programmer that enjoys solving coding problems and to develop games and game engine technology. My motto is to always try to learn and improve as much as possible. Interested in 3D graphics, skeletal animation and optimizing code for best performance.

#### **EDUCATION**

2019 - 2022 **Bachelor of Computer Science in Game** 

**Programming** 

Blekinge Institute of Technology, Karlskrona, Sweden

#### **NOTABLE PROJECTS**

2022 **Scripting Project** 

Small game and level editor made with C++ (main

functionality) and Lua (game logic).

HomeHearth

CO-OP tower-defence and survival game made with DirectX 11 and C++ with a group of 10 students.

Used scrum as an agile methodology.

2021 **Prodigium** 

Third-person puzzle game made with DirectX 11 and

C++ with a group of 6 students. Focus area within

skeletal animations.

#### **PUBLICATION**

2022 Performance comparison between OOD and DOD

with multithreading in games

Filip Wickström and David Wingqvist

Compared the two design patterns Object-oriented

design and Data-oriented design.

### **EXPERIENCE**

2018 - 2022 Hatstore - summer employee

Warehouse worker, Kalmar - Sweden

Produced custom caps and hats for customers all

over the world.

# **SKILLS**

Visual Studio C++

C+

Lua



GitHub Desktop
RenderDoc
Agile with Scrum
Trello

