



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).
- 2021 **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

QUALIFICATIONS

- Problem solver
- Flexible
- Technical

LANGUAGES

- Swedish
- English
- Spanish

INTERESTS

- Gaming
- Programming
- Skateboarding

CONTACT

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