

KASPIAN RINGQVIST

GAME PROGRAMMER

CONTACT INFO

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LANGUAGE SKILLS

Swedish: Native language

English: Very good

TECHNICAL SKILLS

Programming: Very good

C++: Very good

C#: Very good

+ a number of additional languages although I believe they would be less useful for game development

Tools: Very good

At TGA, I have worked on visual scripting, level editors, and more custom tailored tools to speed up certain aspects of development

Gameplay: Very good

At TGA, I have worked on AI, audio, and interactables in the world (even on phone)

Unity: Good

ABOUT ME

I am an ambitious game programmer who have worked on everything from a variety of gameplay aspects to tools for other disciplines to use. I have been programming almost half my life at this point and have done a lot of different things throughout the years whether that be websites or, these last 2 years, video games in a number of different engines. I consider myself a bit of a generalist who can easily become comfortable with very different parts of a game but enjoy tools and gameplay the most.

I am comfortable writing code both independently and collaboratively and enjoy doing so really well whether by designing systems that are easy to expand or making it as easy and convenient as possible for the user of a tool.

EDUCATION

Game programmer

The Game Assembly | Autumn 2022 - Current

Immediately after high school I started attending the Game Assembly - a school focused on game development and situated in Malmö, Sweden. I did so as a game programmer and during my time at TGA I have worked with many different people on a wide variety of different projects. I am now looking to take the next step and begin an 8-month internship to finish off my education and hopefully find a company to stay at even after graduating.

Technical Program

Polhemskolan | Autumn 2019 - Spring 2022

For high school, I went to Polhemskolan in Lund, Sweden where I took the technical program with an extra focus on information- and media technology meaning I got at least some very basic programming. I also took extra courses in English, mechatronics, and two in math.

OTHER MERITS

Miscellaneous software projects

In my free time I have worked on a number of software projects just for fun. Early on I started out making simple simulations in Unity and attended some game jams but during the last 4-5 years I have also worked on some bigger things.

Outside of a small number of game modifications very few relate to games but I have worked on everything from websites to chat bots and at times done so collaboratively which has taught me a lot.