



ANDRE BRUCE

PROGRAMMER

CONTACT ME:

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MERITS

- C++ - Proficient
- C# - Experienced
- HLSL - Experienced
- Swedish - Native
- English - Proficient
- Unity - Experienced
- Unreal Engine - Comfortable
- Blender - Comfortable
- Nvidia Debug Tool - Experienced
- Scrum - Experienced

ABILITIES

- Developing a Game engine with DX11
- The architectural design of systems
- Front end- and back end-development
- Memory management
- Debugging of code
- Writing structural and long-lasting code with quality in mind
- A good understanding of the compiler
- Works well in a social environment

PAST JOBS AND EXPERIENCES

Fullstack developer

Tellstalk | jun 2021 - august 2021

- Developing a website to route automated texts to customers.
- Worked in MySQL and the React framework.

Teacher assistant

KomTek | sep 2017 - may 2018

- Taught how to program Arduino in C.
- Helped with lectures on soldering simple circuits.
- Had presentations about Game maker toolkit.

Game Project 7

The Game Assembly | 15 Weeks

- Continued work on the DX11 engine.
- Build an Entity-Component-System.
- Managed and acted as lead programmer.
- Implemented clustered shading.
- Worked with the PhysX API.

Game Project 6

The Game Assembly | 14 Weeks

- Writing a Game Engine from scratch with DX11 API.
- Mostly worked on the engine and not with gameplay.
- I wrote a multi-threaded culling system.
- Created an optimized and multi-threaded animation system.
- Volumetric lighting and shadows on every light in the engine.

EDUCATION

The Game Assembly

Game programmer | 2020 - Current

- YH - Degree
- 8 Game projects (6 are done in C++ and engine development)
- Specialized in Game development with C++ and DirectX 11
- Learning the basics of scrum and how to work across disciplines

Ljud och bild skolan (LBS)

Engineering | Gymnasie examen | 2017 - 2020

- Basic knowledge in game development
- C# experience within Unity game engine

