

Niklas Andersson

Engine / Rendering / Tools Programmer

Profile

I'm a programmer with a huge passion for all the incredible technology that goes into creating the vast interactive worlds we see in modern games; rendering in particular presents an interesting puzzle balancing visuals and performance.

Education

Game Programming, The Game Assembly, Malmö

August 2017 – Present

Game Programming, Ljud och Bildskolan, Lund

August 2014 – June 2017

Projects

Cryosphere

March 2019 – April 2019

Cryosphere is a visual node-based shader editor that generates HLSL code based on a highly configurable shader model, created as part of my specialization course and made to easily plug into our custom game engine.

Games

Potential

February 2019 – April 2019

A first-person shooter, written in our custom 3D game engine,

Spite

November 2018 – January 2019

A 3D action hack'n'slash game, built on our custom 3D game engine.

Hilo

August 2018 – October 2019

A freeflying 3D game, written in a custom C++/DirectX11 engine from scratch.

Sword Lord

May 2019 – June 2019

An isometric adventure game written in C++, using a highly customized in-house game engine.

The Fairy Escape

March 2019 – May 2019

A 2D platformer written in C++, using an in-house game engine.

Super Squire Quest

October 2017 – December 2017

A 2D point'n'click adventure game written in Lua, using the Love2D engine.

Details

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Links

[LinkedIn](#)

[Portfolio](#)

Skills

C++

C#

Lua

HLSL

GLSL

Rust

OpenGL 2/3/4/ES2

DirectX11

Vulkan

Debugging

Threading

Languages

English

Swedish

Hobbies

Indie Development, Game Design, Game Jams