



Filippa W Lindgren

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About me

I would say I am a positive person who likes to learn and try new things. When I work with other people I tend to listen more than I talk and help out as much as I can. I am currently looking for an internship September 2022 - April 2023 as a part of my Game Programming studies at The Game Assembly in Malmö, Sweden.

Education

2020.08 - present	Higher Vocational Education Diploma, Game programming I'm currently in my final year and will at graduation have been part of making 8 games and a 3D engine using DirectX11. Included in the programme were also courses in AI, design patterns, graphics programming, math and more.	The Game Assembly (Malmö)
2017.08 - 2020.06	High School Diploma, Technological Sciences	Forsmarks skola

Skills

C++ is the language I am most familiar with since that's the language we've mostly used during the game projects and courses at TGA. At the time of writing, I've made 3 games using C++ and will make 3 more before it's time for my internship.

C#: I am not as familiar with C# as I am with C++, but I have been part of making two games with it in Unity so I do know enough to get back into it pretty quickly I think.

Python was the first programming language I learned and I only used it to learn the very basics of programming before switching to C# and C++, so I only know the basics there.

Work Experience

2019-2020 DIPLOMA PROJECT - FKA: Work for the lab at Forsmark 3
Further description can, if relevant, be given by request.

2018 SUMMER STAFF - Café Drömkåken (Norrtälje)

2017 SUMMER STAFF - Kitchen of Roden school