

Linus Neuman

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RESUME

WORK EXPERIENCE

- 2021 **Fast Travel Games**
fasttravelgames.com
- Programmer**
UE4 C++/BP
- Prototyped game concept solo and brought it to production.
 - VR Multiplayer in UE4
- 2018 - 2021 **Neon Giant**
neongiant.se
- Programmer**
UE4 C++/BP
- Game flow, online flow. TRCs.
 - Gameplay: player movement, camera, shopping, player inventory, game systems, save game, UI, and much more.
 - Profiling and optimizations for all platforms.
 - Upgrading engine and managing perforce streams and integrations for deliveries.
 - Working on several platforms at once (current gen + PC + next gen) and ensuring stability and third party contingencies/dependencies.
 - Jenkins and build pipeline.
- 2017 - 2018 **EA DICE**
Apr - Nov *dice.se*
- Online Software Engineer**
Frostbite C++
- Worked in 'persistence'-team with game join, server map rotation, player inventory, communication to backend services.
 - First party experience (certification, TRCs, etc).
 - Profiled server performance and optimized bottlenecks.
 - Fixed Linux specific server issues.
 - Acted as support engineer on schedule. Pushed for automation in editor toolset.
 - Data oriented design in focus.
- 2017-2018 **EA DICE**
Aug - Apr *dice.se*
- Software Engineer Intern**
- Owner of vaulting feature & traversal. Implemented window vaulting and ledge grabbing together with designers, QA, and my mentor.
 - Got up to speed quickly by learning from seniors and switching teams.
 - Profiled performance on PS4.
 - Fixed content creator workflow issues & implemented editor requests in C#.

EDUCATION

- 2015-2018 **The Game Assembly**
thegameassembly.com
- Advanced Higher Vocational Education**
Diploma in Game Programmer
- Wrote our own 3D engine
 - Network implementation
 - Graphics rendering and more

EXPERIENCE

2016-2017 Nordic Game Conference
2015-2017 Drawline Studio Hb

2015 Coder Dojo Jkpg

Volunteer Staff.
Programmer – co founder.
Managed company and developed an android game with a game artist.
Coach – co founder.
Taught young pupils to write their first computer programs.

SELF STUDY

Clean Code Robert C. Martin