



Olle Karlson Reutercrona

Engine & Graphics Programmer looking for internship

[Portfolio](#) | [LinkedIn](#) | [GitHub](#)
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Education

Game Programmer

The Game Assembly | Aug 2022 – Present

- Higher Vocational Education in C++
- Built our own **custom Game Engine** with DirectX11
- 8 Game Projects in multiple multidisciplinary teams, 2 in **Unity** and 6 in custom **C++** engines
- 3D Math and Linear Algebra
- Software architectural skills
- Setup and used **Perforce** daily during 8 Game Projects and for personal projects

Game Programmer / Designer

Södertörns Högskola | Aug 2020 – Jun 2022

- 5 Game Projects in Unity
- Learned the basics of **Scrum**
- Game Design Theory
- Made our own board game

Work Experience

Kjell & Company

Store Manager / Sales | Nov 2015 – Jul 2020

- Learned to lead and manage a small team
- Helped customers find the best product according to their needs

Other Merits

Student Representative - The Game Assembly

I was the student representative for my class where my responsibilities included being the voice of my class during meetings with The Game Assembly's advisory board.

Managed the student coffee treasury - The Game Assembly

About me

Hello! I have been programming games for about 4 years with a special interest in **building game engines**.

I am now looking for an internship with start from September 2024 to April 2025. I am located in **Stockholm**, Sweden but willing to relocate.

Skills

C++
C#
HLSL
Unity
Scrum
Perforce
DirectX 11
Dear ImGui

Hobbies

Magic The Gathering

Board Games

Electric Bass

Languages

Swedish *Native*
English *Proficient*