





DAVID GRAHN

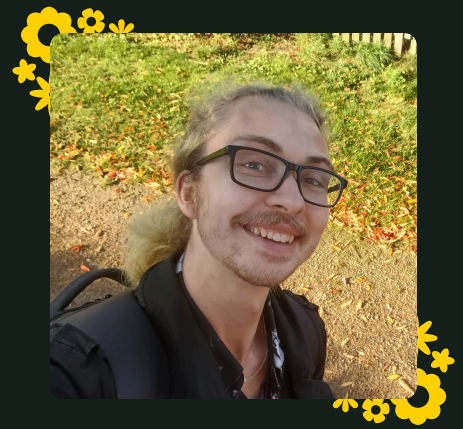
Junior Game Developer

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 Malmö, Sweden

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Skills

Coding

- C++
- C#
- Kotlin
- HLSL
- SQL

Social

- Agile Workflow
- Team Leadership
- Project Coordination
- Administration
- Scrum

Development

- Game Design
- 3C
- Linear Algebra
- Behaviour Tree AI
- Version Control
- Tool Building
- Youtrack
- Procedural Generation
- Graphic Programming

Frameworks & IDE

- Custom Game Engine
- Visual Studio
- XNA
- Unity
- ImGui

Languages: Swedish, English

Driving Licenses: B, AM

Nerd who likes to take photographs, play video games, and probably has too many plants in their apartment. Just kidding; one could never have too many plants!

Post Gymnasium Educations

Game Programming The Game Assembly

Malmö, Sweden
2024 - current

- Building our own graphics and game engine
- Advanced C++ programming
- 6 interdisciplinary game projects where we worked in an iterative process using agile workflow

Game Development Malmö University

Malmö, Sweden
2020 - 2023

- Game Design
- Procedural generation within games
- Immersive AI Behaviour

Work Experience

Team Leader Tosselilla

Tomelilla, Sweden
Summer 2024

- Look over the safety of the visitors and personnel
- Be available as soon as an employee needs assistance
- Also worked here the summers of 2021, -22 & -23