




# Jesper Andersson

## Video Game Developer - programming

 Malmö, Sweden

### Summary

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Video game programmer studying at The Game Assembly, Malmö.

I am looking for an internship from August (2023) to April (2024).

At work, I'm at my best surrounded by a team and I love to learn from others.

Im comfortable in most areas of game programming but I prefer a role where I am creating tools for others.

### Education

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The Game Assembly, 2021 - Ongoing  
Higher Vocational Education

Malmö Universitet, 2019 - 2021  
Game Development program

LBS Halmstad, 2016 - 2019  
Introductory Game development course

### Previous employment

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Arla Mejeri 2018 - 2021  
Machine Operator

Jospers vin och grill, 2021  
Kitchen Assistant and side-dish chef

### Achievements

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Swedish Game Awards 2022  
Hungry house, nominated for best mobile game award.

Rookie Awards 2022  
Hungry house, won people's choice award for mobile games.

### Languages

Swedish - Native

English - Fluent

### Programming Languages

C# - proficient

C++ - Main language

### Skills

- Unity - comfortable
- HLSL - familiar
- P4V - 2+ years
- ImGui - 2+ years


### Characteristics

- Thrives in group projects
- Values responsibility
- Positive Attitude

### Portfolio

[jesscodes.net](https://jesscodes.net)

### Contact me

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