



Tobias Garpenhall

Contact

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Websites

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

Technical Skills

- C++ (2.0+ years)
- C# (1.0+ years)
- Visual Studio
- DirectX11
- ImGui
- Unreal
- Unity

Agile Skills

- Scrum & Kanban
- Perforce, SVN, and Git

Language

- Fluent in Swedish & English

PROFILE

I am an aspiring game programmer with a personal interest in tools, engine, C++, and optimization. I am strongly motivated by seeing how my work is helping others, for example, developing a tool that enables for work to be done a lot easier and efficiently. I enjoy picking apart challenging problems and making sure the solution is clean and performant. Having taken the bachelor's degree in game development at Malmö University and now looking for an internship as part of the internship program at The Game Assembly, I'm eagerly looking forward to taking a step into the industry.

- **Curious and active, always has some hobby project going on**
- **Determined and responsible, makes sure that things get done on time**
- **Like to keep my work structured and organized**
- **Humble and tolerant, can take or give constructive feedback**

I would appreciate for the opportunity of presenting myself and my skills in better detail at an interview.

EDUCATION

- **The Game Assembly – Game Programmer (Aug 2023 - Ongoing)**
 - 6 Completed Game Projects
 - *Cross-disciplinary teamwork to develop a complete game*
 - Applied Graphics Programming
 - *Implementing PBR, shadows, deferred rendering, SSAO, and more*
 - Data Structures & Algorithms
 - *Implementing A*, Loose Quadtree, and K-D Tree*
- **Malmö University – Game Development (Aug 2019 – Jun 2022)**
 - Advanced Programming in C++
 - *Implementing custom shared/weak pointer, vector, and thread pool*
 - Game-Engine Driven Product Development
 - *Developing a complete game over an extended duration in a team*
 - Computer Science: Degree Thesis for Game Development
 - *“Generating 8-Bit Sound Effects Using Interactive Evolution”*
- **Ljud- & Bildskolan – Game Development (Aug 2016 – Jun 2019)**

EXAMPLE PROJECTS

- **Spite: To Hel and Back (PC) – Engine Programmer (team of 17)**
 - **Technical Info:** Created in our own engine R.O.S.E. using DirectX 11.
 - **Description:** A diablo-like game with a Viking theme.
 - **Role:** Implementing the component system, rendering pipeline, asset serialization, threaded scene loading, collision math, and more.
 - **Duration:** 14 weeks.
- **Flora Forager (PC) – Generalist & Tools Programmer (team of 5)**
 - **Technical Info:** Created in the Unity Game Engine with C#
 - **Description:** A 3D life sim game inspired by Stardew Valley and Animal Crossing. The core gameplay loop consists of the player managing their farm, interacting with the inhabitants, fishing, and exploring the world.
 - **Role:** Implementing gameplay mechanics such as movement, farming, day-night cycle, and saving functionality. I also worked on the UI, sound design, and a custom-made grid tool.
 - **Duration:** 20 weeks.