

Simon Engqvist

Programmer

Programmer with six years of experience
Gameplay programmer at Toca Boca

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GAME PROJECTS

Gameplay Programmer— Unannounced Toca Boca Game

A unannounced children's game for iOS and Android aimed towards 6-9 year olds. Developed with Unity, C# and Cg/HLSL.

Working with developing the core main feature of the game, character animation system, artist tools, import automation and much more.

Gameplay Programmer— Toca Kitchen Sushi

A sushi making children's game for iOS and Android aimed towards 6-9 year olds, released in December 2018. Developed with Unity, C# and Cg/HLSL.

Working with developing core gameplay features, designer tools and character animation system, character movement, and import automation.

Gameplay Programmer— Toca Mystery House

A horror-themed children's game for iOS and Android aimed towards 6-9 year olds, released in June 2018. Developed with Unity, C# and Cg/HLSL.

Working as one of three programmers on the project with a wide variety of responsibilities like gameplay, sound implementation, shaders, and developing tools.

PROGRAMMING EXPERIENCE

Gameplay Programmer — Toca Boca, Stockholm

January 2018 - Present

Toca Boca is an outstanding and distinguished developer of children's games and digital toys for mobile platforms.

I'm currently working as a gameplay programmer with a wide variety of responsibilities like gameplay, sound implementation, shaders, and game development tools.

Programmer, team leader — Data Ductus, Uppsala

May 2012 - July 2016

Data Ductus is an IT-consultant company that specializes in telecom, system integration and business logic. My responsibilities were to develop and improve web- and business systems both on the server and the client side.

I also built, coached and led a team of five developers that was responsible for the management, development and operation of over 50 crucial web- and business systems for a customer with over 20 000 employees.

SOFT SKILLS

Fast learner, analytic, happy helper.

PROGRAMMING LANGUAGES

C# & .Net

Cg/HLSL

C/C++

Blueprint Visual Scripting

Java

Javascript

CSS & HTML

GAME ENGINES

Unreal Engine 4

Unity

TOOLS

Visual Studio

SVN

GIT

Perforce

Jenkins

TeamCity

Jira

PROJECT MANAGEMENT

SCRUM

Team leading

LANGUAGES

Swedish - Native

English - Fluent

EDUCATION

Game Design — FutureGames

September 2016 - August 2018

Two-year advanced higher vocational education at one of Sweden's most recognized school for game development. I have taken courses in **game design**, **game scripting**, **level design** and **user interaction**. The school works closely with game companies when creating the curriculum and all teachers are active within the gaming industry.

Courses in Computer science — Uppsala University

September 2011 - July 2012

I took independent courses in computer science for a year to specialize in **software development** with courses about **programming in large systems**, **machine learning** and **real time systems**.

Bachelor's degree in Computer science — Uppsala University

September 2008 - June 2011

Three-year education in computer science. The education was 80% computer science, with courses in **algorithms**, **databases**, **software development**, **software testing**, **computer networks** and **compiler design**, and 20% mathematics with courses in **algebra**, **linear algebra**, **single variable calculus**, **statistics**, and **logic**.

OTHER MERITS

- Was awarded second prize for best role-playing game scenario published in Fenix, Sweden's biggest magazine for boardgames and role-playing game, during 2016.
- Worked as a freelancer writer and game tester for one of Sweden's most successful role playing game publishers, Free League Publishing.
- Volunteering at Kodstugan, a non-profit organization devoted to introduce kids to programming and digital creation
- Held workshops and assisted in scripting and programing as a teacher assistant at FutureGames.
- Have been a QA- and game tester on several titles at Paradox Interactive, Rovio and Right Nice Games.
- Been active in clubs and conventions since 2002. Worked as a volunteer at Uppcon and Gothcon, among others.