



# ROBIN KROKFORS

## GAME PROGRAMMER



+358 44 970 7667



robinkrokfors@gmail.com



Stockholm, Sweden



/robin-krokfors



robinkrokfors.github.io

## INTRODUCTION

I'm a programmer with experience in a wide variety of fields, I have worked as an App, Full Stack and game developer. I have experience with tight deadlines and working under pressure. I'm a very analytical person and I like to be faced with new challenges and finding the best solution to go forward together with my team.

## LANGUAGES

Swedish	Native
English	Fluent
Finnish	Basic



## EDUCATION

### The Game Assembly

Game Programmer | 2020 - Present

- Getting the opportunity to work in a multidisciplinary group using the scrum development methodology.
- Making games in multiple engines: Unity, Unreal, the schools own C++ engine & our groups own engine developed in C++.
- Heavy focus on game development principals, C++ & DirectX 11.
- Making a game engine from scratch and using it for a couple of our game projects.
- Experience with both Git & Perforce version control systems.



## WORK EXPERIENCE

### Wikström Media

App & Full Stack developer | 2018 - Present

- From themes to functionality I got to develop countless websites, blogs, one-pagers and webshops.
- Developing backend systems and internal tools for our clients.
- Working with WordPress & Drupal.
- Developing multiple apps for android and iOS to help fulfill our clients goals and ambitions.
- Got experience in a wide variety of languages: C#, Java, PHP, TypeScript, SCSS & HTML.

### Appcandy

Game Programmer | 2016 (Summer job)

- Making multiple mobile games in Unity (C#) and Cocos2d-x (C++).
- Working with a strict performance budget, targeting low-end mobile devices.
- Writing custom shaders to align the look with the art direction while keeping it running smoothly on low-end mobile devices.