

Per Hardvik Åkerström

Games Programmer

Work Experience

Ubisoft, Stockholm - Technical Artist / Programmer

February 2020 - present

Working in a small team of technical artists to create tools that improve artistic workflow, mostly working in C++ and Python.

Rayvr, Stockholm - VR Programmer

June 2017 - September 2017

Worked over the summer as a developer at Rayvr, a studio for VR experiences. I worked in a small team of two programmers developing applications for VR in Unity (C#).

Stockholm University, Stockholm - Teacher's assistant

January 2018 - March 2018

Helped in developing a course on game mechanics for a group of game design students at Stockholm University. My responsibility was writing a comprehensive document on how to write a robust character controller with custom physics as well as going into detail on the underlying concepts.

Education

Future Games - Game Programming

September 2018 - present

Stockholm University DSV - Bachelor programme, Game Development

September 2015 - June 2018

Personal Projects

I have game programming experience from several student projects from both DSV, and Future Games. During which time I've learned about developing games together with a team, like how to work together efficiently using things like Scrum, and how to work with different disciplines like 3D- or 2D-artists and game designers.

I've also been a part of about a dozen game jams over the last couple of years, which has taught me a lot about how to prototype quickly and how to work in different genres and styles of games.

When I'm not working on game projects I usually have a few side projects I work on, not always related to games, just ideas that I need to work out or things that have caught my interest.

More about many of my game projects and others are on my website.

