

MORRIS GUSTAFSSON

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SKILLS

Programming Languages

C++
HLSL
C#
Lua/Moonscript
D
GLSL
Javascript/Coffeescript

Graphics APIs

DirectX 11
Vulkan
OpenGL

EXPERIENCE

Volunteer Work

Nordic Game Conference 2019

Game Jams

TGA-King Game Jam 2019
Global Game Jam 2019
Ludum Dare 35, 37 & 39

LANGUAGES

Swedish - Native Language
English - Full professional proficiency

EDUCATION

The Game Assembly

Higher Vocational Education
Game Programmer
2017 - 2020

LBS Lund

High School - Technology Program
Game Development
2014 - 2017

PROJECTS

Gunpowder

A deferred renderer I made in Vulkan for my Specialization Course.

Aóra

A platforming first person shooter where I worked on rendering and engine features.

Spite: The Dark Blight

A hack and slash diabloesque game where I worked on rendering and engine features.

Tom Cruiser's Bounty

A rail-based arcade adventure through space where I worked on rendering and engine features.

