

Carl Carlson

Games and Interactive Simulations Developer

Carl Vilhelm Carlson

www.linkedin.com/in/carl-carlson

carl@carlcarlson.dev

carlcarlson.dev



Proficiencies

Computer

C++ – Intermediate

C# – Intermediate

Python – Basic

MySQL – Basic

Java – Basic

Unity – Intermediate

C – Basic

HTML – Basic

CSS – Basic

Linux – Basic

Windows – Advanced

MacOS – Intermediate

GLSL/HLSL – Basic

Office – Intermediate

Others/Languages

Drivers License – B

Swedish – Fluent

English – Fluent

Dutch – Basic

German – Basic

Interests

Game Development

Game Design

Problem Solving

Computers

Voice Acting

IOT

Photography

Work Experiences

Medagogic

Junior Unreal Engine VR Developer | Feb 2022 – Present Position

Part-time remote unreal engine VR developer, creating medical operations simulations.

HeroSight

Unity Developer Intern | Aug – Oct 2021

Full-time remote unity developer intern, now doing small projects on the side after October due to focus on finishing studies.

Postnord

Summer employee | June – Aug 2018, 2019, 2021

Full-time summer-employed postman, sorting as well as distributing mail.

Försvarsmakten

Basic Military Education | Jan – May 2017

GMU (Basic Military Education) completed in Sweden with specialization Signalist.

Awarded Platoon's Best Friend here.

Education

Glasgow Caledonian University

BSc(Hons) Computer Games Software Development | Sep 2019 – May 2022

Direct entrant to second year, continuing earlier studies in English. Courses relate to mostly design and C++ programming, with own initiative to Unity.

Blekinge Tekniska Högskola

Masters of Science in Engineering: Game and Software Development | Aug 2017 – June 2019

Left course prematurely for personal reasons. Focus on C, C++, and math.

Katedralskolan Uppsala

International Baccalaureate | Aug 2013 – June 2016

Highschool education carried out in English, focus on philosophy, math, physics, and chemistry.

Projects

Honours Project – Procedural Terrain Generator using Unity DOTS

Unity Project | Sept 2021 – April 2022

Bachelors thesis project, creating a procedural terrain generator tool for Unity using their Jobs system for multi-threading.

The Garden Above

Unity Game | Sep 2020 – April 2021

WebGL 3D game. Worked on compiling project, optimizing, shaders, and bug-fixing as lead developer of group of 10.

Litter-Happy Hoover Madness

Unity Game | July 2021 – Nov 2021

COP26 project arranged by university. 3D game with 2D aesthetic, worked on pipeline, basic look, shaders, and compilation.

Ready Set Rumble

Unity Game | Feb 2020 – April 2021

2D competitive platformer. Sole-developer handling all implementation of systems and assets.

References provided on request.