Carl Carlson

Games and Interactive Simulations Developer

Carl Vilhelm Carlson
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Proficiencies

Computer

C++ – Intermediate
C# – Intermediate
Python – Basic
MySQL – Basic
Java – Basic
Unity – Intermediate
C – Basic
UE5 – Intermediate
AI tools – Intermediate
Linux – Basic
Windows – Advanced
MacOS – Intermediate
GLSL/HLSL – Basic
Office – Intermediate

Others/Languages

Drivers License – B
Swedish – Fluent
English – Fluent
Dutch – Basic
German – Basic
Icelandic – Basic
Finnish – Basic

Interests

Game Development
Game Design
Computers
IOT
Photography

Work Experiences

AILiveSim
Unreal Engine Simulations Developer | *Oct 2023 – Present Position*
Full-time Unreal Engine Simulations developer. Creating simulations for creating synthetic data to train AI on digital twins. Worked on sensor development in C++ and BP.

Medagogic
Junior Unreal Engine VR Developer | *Feb 2022 – Aug 2023*
Full-time Unreal engine VR developer, creating medical simulations for professionals
Worked on gameplay, design, AI, UX, scalability, pipeline, demoing, and optimisation.

HeroSight
Unity Developer Intern | *Aug – Oct 2021*
Full-time remote unity developer intern, stayed on for smaller projects until December part-time.

Postnord
Summer employee | *June – Aug 2018, 2019, 2021*
Full-time summer-employed mailman, sorting as well as distributing mail.

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. Graduated with First Class Honours.

Blekinge Tekniska Högskola
Bachelors and Masters of Science in Engineering: Game Development | *Aug 2017 – June 2019*
Left course to continue studies in Scotland. Focus on C, C++, math, and game development.

Katedralskolan Uppsala
International Baccalaureate | *Aug 2013 – June 2016*
Highschool education carried out in English, focus on philosophy, math, physics, and chemistry.

Projects

Boiling Sands
Unreal Engine 5 Game | *May 2022 – September 2022*
A project for Video Game Seed Tranzfuser, ended early. Procedural systems and gameplay focused work.

Honours Project – Procedural Terrain Generation comparisons using C# threading, Unity DOTS, and compute shaders
Unity Project | *Sept 2021 – April 2022*
Bachelors thesis project, creating a procedural terrain generator tool for Unity exploring multiple multi-threading tools.

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.

References provided on request.