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| Daniel Jonsson

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| game Programmer |

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| Contact InformationSträngnäs, Sweden(+46) 73 63 40 676danieljonson@hotmail.comDriver’s LicenseB - licenseLinks[LinkedIn](https://www.linkedin.com/in/daniel-jonsson-a02859216/)[Portfolio](https://djonsson.net/)[GitHub](https://github.com/Dodjoj91)Competence

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| C++ |
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| C# |
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| Unity |
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| Unreal Engine |
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Visual Studio |
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| Perforce (P4V) |
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| GitHub |
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Languages

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| Swedish |
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| English |
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| En bild som visar natthimmel  Automatiskt genererad beskrivning | About |
|  | I am a game programmer who has been working on wide of variety of things, from Gameplay, UI & Sound. |

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| En bild som visar text, tecken  Automatiskt genererad beskrivning | Work Experience |
|  | Generalist Programmer at Might & Delight, StockholmSeptember 2022 — OngoingHad 8 months internship and currently work there, my work has been focusing on debugging and fixes to systems across their multiplayer game Book of Travels.Different network components to sync properly between Client & Server. As in getting server's weather system to sync with all the clients, fixed sync issues with vehicles on the server. But I have also delved into interactions, audio & gameplay fixes.Colonial (Warehouse Worker) at Menigo Foodservice AB, SträngnäsDecember 2019 — August 2020As I was preparing to finish my studies, I changed department for better work hours. My main job was to pick and prepare goods and deliver them at their designated area in the warehouse.Transport (Foreman) at Menigo Foodservice AB, SträngnäsJune 2018 — December 2019Responsibility of Transport personal. I also took care of incoming goods from drivers and loaded goods to then be delivered to our warehouse in Stockholm.Transport (Rangering) at Menigo Foodservice AB, SträngnäsApril 2015 — May 2018Gathered goods and secured them at their designated area to then be delivered to our customers by our drivers. |

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| En bild som visar bord, soffbord  Automatiskt genererad beskrivning | Education |
|  | Higher Vocation Education - Game Programming, The Game Assembly, StockholmSeptember 2020 — August 2022An education that focuses on C++ programming courses and game development of 8 games.The games are created in four different game engines: **Unity**, **TGA2D** (Schools own engine), **Wondrous Engine** (our own created engine in C++) and in **Unreal Engine 5**.Municipal Adult Education, SträngnäsAugust 2012 — April 2015 |

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