



**Linnea Axelsson**

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# CV

## Linnea Axelsson

*I am creative, dedicated and a good team worker.*

### Education

#### The Game Assembly (Malmö)

[www.thegameassembly.com](http://www.thegameassembly.com)

Game Programming (2012 - present) 550 YHP,

[Higher Vocational Education](#)

- 8 Game Projects (info can be found at linnea-axelsson.com)
- Custom Graphics Engine

#### Spyken (Lund)

Natural Science Programme (2009 – 2012)

- Mathematics A to E
- Physics A and B

### Skills

C++	Excellent
C#	Very Good
Game Development	Very Good
Object Oriented Programming	Very Good
Agile Development	Very Good
Visual Studio 2008, 2010 & 2012	Very Good
Debugging	Very Good
Linear Algebra with 3D focus	Good
DirectX11 & HLSL	Good
Multiplayer Programming	Good
LUA	Good

### Experience

EA DICE Code Wars 14	Third place at DICE's hackathon. (February 2014)
Volunteer NGC (Malmö)	Volunteered at Nordic Game Conference (May 2013)
Outdoors leader(Lund)	Voluntary work as an outdoors leader for Friluftsförbundet (2008 - 2011)

### Language

Swedish	Fluent
English	Full professional proficiency

### References

Available upon request.