

## Carl Dalin

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## Summary

Generalist developer with strong technical skills, specialized in game programming. Very passionate about both games and programming. Experience from cross disciplinary work. Striving for perfection, always comparing against the best.

## Skills

Wide competence covering both high and low level programming.

- High proficiency in object oriented programming, using C++ and C#.
- High proficiency programming for and extending Unity.
- Experience programming game play, rendering, game AI, physics, and network code.
- Experience creating deployment tools, asset pipelines, and documentation.
- Experience writing shaders in HLSL and CG.
- Experience of Cross platform development; Windows, WebGL, Android, and iOS.

## Experience

### 2017 – 2019 Multiverse Aps.: Programmer

- Programmed several game features and systems.
- Ported game and java host app from Android to iOS.
- Invented pipelines and programmed tools for building, deployment and resource streaming.
- Wrote native plugins in C and Objective-C.
- Ad network plugin integration and configuration.
- Benchmarking and optimization of frame rate and network for PC, WebGL, and Android.
- Performed code maintenance and refactoring.
- Wrote documentation and helped creating QA procedures.

## Education

### 2016 – 2017 Multiverse Aps. Internship: Gameplay programmer

- Programmed game features and shaders.
- Designed and implemented anti cheat system.

### 2014 – 2016 The Game Assembly: Game programmer

- Created 7 games of increasing complexity from 2D point'n'click to 3D real-time strategy.
- Created a custom C++ engine and extended it to accommodate each game.
- Programmed a real-time multiplayer game using Winsock.
- Integrated DirectX, PhysX, LUA, and Wwise.
- Worked with other programmers, designers, and artists.