

NEO NEMETH

Graphics/Engine System Programmer

EDUCATION

THE GAME ASSEMBLY, MALMÖ

Game Programming in C++ | **Higher Vocational Education** | 2021 - Currently

- Software Design Patterns, C++ Programming with focus on games and game engines. Focus on practical learning with eight interdisciplinary projects, using both Unity and self-made 3D engines written in C++ using DirectX.
- Agile & Scrum development, courses in algorithms, tools, AI, networking.

LBS KREATIVA GYMNASIET, LUND

Game Programming in C# and C++ | **Upper Secondary School** | 2017 - 2020

- Linear Algebra, C# and C++ Programming using MonoGame and SDL, as well as multiple group projects in Unity.

WORK EXPERIENCES

CINENIC FILM

Web Programming for movie production Så Jävla Easy Going | 2020 - 2020

- Designed a fake interactive email client to be used in movie production

YELLOW BIRD

System Programming for TV-production Huss | 2019 - 2019

- Created a fake interactive internal police operating system to be used in TV-series Huss.

GÄRSNÄS KIOSK

Cashier and mail logistics | May 2015 - Aug 2015

SKILLS & EXPERTISE

Highly Proficient

C++, 5 years of experience
C#, 7 years of experience
Lua, 9 years of experience
Visual Studio, 7 years of experience
HLSL
DX11
Git
Perforce
Scrum
ImGui

Basic Knowledge

DX12
Vulkan
GLSL
Nvidia OptiX

CONTACT

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LANGUAGES

Swedish (Native Language)
English (Fluent)
Norwegian (Basic)