

Mattias Ringström

PERSONAL DATA

NATIONALITY AND DATE OF BIRTH: Sweden | 05 July 1995
PHONE: +46 761 71 69 50
EMAIL: mattias@ringstroem.net

WORK EXPERIENCE

<i>Current</i> NOV 2022	Technical Designer at DYNASTY STUDIOS, Copenhagen <i>Technical Design</i> Working as a Technical Designer on Providence in Unreal Engine 5.
NOV 2022 APR 2020	Gameplay Programmer at LOGIC ARTISTS, Copenhagen <i>Gameplay and UI Programming</i> Worked as a Gameplay and UI programmer on Expeditions: Rome in Unreal Engine 4. Started as an internship in 2019.
AUG 2018 JUN 2013	Summer employee at E.ON VÄRME SVERIGE, Malmö <i>Technical Documentation and Inventory</i> Recurring summer employee each year over a period of late June to early August. Took inventory of the Malmö central heating chamber valves and drew flowcharts in AutoCAD. Searched archives for blueprints of the chambers, replacing outdated ones.
FEB-APR 2016	Intern at IBM, Malmö <i>Software design and Web development</i> Developed web applications using the Bluemix platform and IBM Watson in Node.js. The internship was part of my education at Pauliskolan.

EDUCATION

APR 2020 AUG 2017	GAME PROGRAMMING, The Game Assembly , Malmö University
JUN 2016 AUG 2015	SOFTWARE DESIGN, Pauliskolan , Malmö Technical College
JUN 2014 AUG 2011	INFORMATION AND MEDIA TECHNOLOGY, Cybergymnasiet , Malmö Upper Secondary School

SKILL SET

Good Knowledge: C++, C#, LUA, UI programming, Gameplay programming, Game design, JSON, HTML, CSS

Basic Knowledge: AI programming, UDP, Unreal Engine, PHP, MySQL

CERTIFICATES

JULY 2014 Cambridge English: Advanced (CAE) Grade: A

LANGUAGES

SWEDISH: First Language
ENGLISH: Full Professional