



MIGUEL BLIX MANUEL

GAME PROGRAMMER

WHO I AM

I am proudly a **generalist** in programming with a strong interest in **graphics programming** and engine development. I have worked on several hobby projects since 2015 and have a good ability in everything from **gameplay** to UI and even a bit of AI.

EXPERIENCE

Game Programmer, The Game Assembly

August 2022 - Ongoing

- Created a custom game engine as the foundation for second year group projects
- Graphics programming
- Player Controller programming
- Participated in 8 group game projects
- Developed games in Unity for PC, mobile, and in my custom DirectX11 engine
- Game development from concept to practice.
- Game projects provided valuable hands-on experience for industry readiness

Gameplay Programmer, Brimstone Games

November 2019 - April 2020

- Hired as a Gameplay programmer to develop systems for their game
- Worked in Unity using C#
- Did Gameplay programming
- Did UI programming

Samsung Experience Store

Oktober 2018 - Augusti 2019

- Store associate
- Technical customer service

HIGH SCHOOL EDUCATION

Designgymnasiet Kungsholmen.

2015 August - 2016 June


Technology and Design.

LBS Stockholm

2016 August - 2018 June


Technology and Design / Game Programming

CONTACT

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SKILLS

- C++
- C#
- DirectX11 and HLSL
- Gameplay Programming
- Graphics Programming
- Game Engine Development
- Unity
- Perforce
- Assimp
- DearImgui

LANGUAGE

- Swedish
- English