

## Amanda Rösler, Experienced Gameplay Programmer

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# Resume

## Work Experience

### **Gameplay Programmer at Avalanche Studios — 2016 - Present**

I'm currently working at Avalanche Studios, a company that makes large AAA open world games. I'm part of a core team of gameplay programmers on an unannounced project for PC and consoles, which I've been working on since the preproduction stage. I mainly work on player traversal systems and other player-related gameplay features.

Programming Language: C++

Game Engine: Apex (in-house engine)

### **Gameplay Programmer at Paradox Interactive — 2015 - 2016**

Paradox Interactive is a studio that is mostly known for making historical strategy games for PC. My first assignment at Paradox was to work on *Magicka: Wizard Wars*. I implemented a new game mode, worked on several GUI features and did general polishing/bug-fixing. This was during the final production phase of the project. After that, I worked on several expansions for *Europa Universalis IV*. My tasks involved implementing new gameplay features, GUI and systems in their custom engine.

Programming Languages: C++, Lua

Game Engines: Clausewitz (in-house engine), Stingray

### **Game Programmer at Toca Boca — 2011 - 2015**

Toca Boca is a small studio that makes mobile games/experiences for kids. I worked on four games from start to finish during my time there, and I was the lead programmer for several of those games. My responsibilities mostly consisted of implementing gameplay and interaction systems, but I also wrote some animation and rendering code, and did performance and memory usage optimizations. The job involved collaborating closely with the game designers and artists in my team on a daily basis.

Programming Languages: C#, Objective-C

Game Engines:/Frameworks Unity, Cocos 2D

## Education

### **Game Programming, Bachelor's Program, Blekinge Institute of Technology — Fall 2006 - Spring 2009**

The Bachelor's Program in Game Programming is a three year software engineering program that gives in-depth knowledge in the fields of computer science, programming and mathematics. The main focus of the program is game development, and it includes courses on 3D rendering, artificial intelligence, real-time physics and performance optimization, as well as two major game development projects done in teams.

### **Exchange Student, California State University East Bay, Hayward, USA — Spring 2006**

In spring 2006, I studied *Computer Organization and Assembly Language Programming* and *Introduction to Systems Programming* at CSU East Bay in Hayward.

### **Free-Standing Courses, Blekinge Institute of Technology — Fall 2005 - Spring 2006**

During the fall semester of 2005 and the first two months of 2006, I took the following courses at Blekinge Institute of Technology in Ronneby: *Object-Oriented Programming*, *Programming in C*, *Programming in C++* and *Algorithm Design and Data Structures*.

### **International Baccalaureate Diploma Programme, Söderportgymnasiet, Kristianstad — Fall 2002 - Spring 2005**

The IB Diploma Programme is a comprehensive and challenging pre-university program where almost all subjects are taught in English. Students at the program choose six subjects that they study in depth, and I chose Swedish, English, Mathematics, Physics, Economics and Geography.

## Selection of Computer Skills

### **Programming Languages**

C++, C, C#, Objective-C, Lua, Java, Python

### **Game Engines**

Apex (Avalanche engine), Unity, Unreal Engine 4, Stingray, Clausewitz (Paradox engine)

## Language Skills

### **Is Fluent In:**

- Swedish (native language)
- English

## References

References are available upon request.