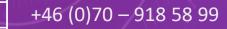## ABOUT ME

I worked as an engineer until I realized my dreams were dying. Now I seek a job where dreams are the core business and where I can be part of shaping alternate worlds.

Open persistent worlds, relatable NPCs, the ability to change the world with your actions, that is what I look for in a game.

CONTACT

@ tyko@brising.se

📱 +46 (0)70 – 918 58 99

🌐 Tyko Brising | LinkedIn
Portfolio

Vällingby, Sweden

OTHER

SCOUTING

Scout, Scout Master, Skipper and Ship Steward

CRAFTING

Building an underwater remotely operated vehicle.

Smithing and other hands-on crafting

DOGOWNER

24-h Manhunt with Bloodhounds, owner of champions.

TYKO BRISING

LOOKING FOR INTERNSHIP AS:
GAME PROGRAMMER – AI / GAMEPLAY

EXPERIENCE

The Game Assembly – Higher Vocational Education 2022 – ongoing.

- Building a game engine from scratch in C++

Nordic Game Conference – Volunteer 2022.

Swedish Defense Materiel Administration (FMV) - Systems Manager
2019-01-01 – 2022-03-30

- Encrypted communications

FMV - Systems engineer 1998 – 2019-01-01

- FMV GameStudio – Experimentation in Serious Gaming
- Modelling and Simulation (M&S) – Simulation Model Library, Simulation networking, M&S for training and evaluation.
- Combat Aircraft Performance software development, Visual Basic and MATLAB

FMV - Software Developer 1995 – 1998 (part time)

- Porting legacy software from HP Workstation to MS Windows and MS Office.

SKILLS

•	Software-development	C/C++ (game engine programing), Visual Basic, Git, MATLAB, C#, Jira, Confluence, Bitbucket, Bamboo, Perforce
•	Systems-engineering	Requirements engineering, Project Management (PMBOK). I was leading a small acquisition project for about 10 years.
•	GIS, Geographical Information Systems	I have built several terrain databases for the ARMA2 based, Virtual Battlespace 2, VBS2 training tool. Often using real world data and replicating features from descriptions in shape layers.

LANGUAGES

- Swedish – Native language

- English – Professional proficiency