ABOUT ME

Looking for a new career with more programing, less administration. I want products I can get to play with myself and show my friends when they are launched.

I like working in teams and appreciate an open dialog between participants. How ever I also see the value of being able to focus exclusively on a task from time to time.

Open persistent worlds, relatable NPCs, the ability to change the world with your actions, that is what I look for in a game. Besides of course an engaging story and experience.

CONTACT

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📱 +46 (0)70 – 918 58 99

🌐 LinkedIn
Portfolio

Vällingby, Sweden

📍

OTHER

SCOUTING

Hiking, sailing and cooking. Educating and creating experiences for the young.

CRAFTING

Tinkering with electronics.
Smithing and other hands-on crafting

DOGOWNER

24-h Manhunt with Bloodhounds, owner of champions.

TYKO BRISING

LOOKING FOR INTERNSHIP OR EMPLOYMENT AS: JUNIOR GAME PROGRAMMER

EXPERIENCE

The Game Assembly – Higher Vocational Education 2023 – ongoing as Game programmer student.

- Comprehensive education covering all areas of game programing. 7 team game projects.

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) – Missile and aircraft models, distributed simulation.
- 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 using VBA.

SKILLS

•	Software-development	C/C++ (game programing), Visual Basic, Git, MATLAB, C#, Jira, Confluence, Bitbucket, Bamboo, Perforce, SCRUM
•	Systems engineering	Requirements engineering, Project Management (PMBOK).
•	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 GIS-data.

LANGUAGES

- Swedish – Native language
- English – Professional proficiency

🌐 https://se.linkedin.com/in/tykobrising
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