



# Carl Uvebrant

Game Programmer / IT Network Technician

Experienced IT technician and Intermediate Game-Programmer with Intermediate knowledge of programming languages, operating systems, and software.

## EDUCATION

### Programing Language

#### Intermediate:

C++

#### Basic;

C#  
HTML  
SQL  
CSS  
C  
Python  
Java  
Javascript

### Software

Perforce  
Premake  
Rider  
Visual Studio  
Unreal  
Unity  
Windows  
Linux

### Language

Swedish: Native  
English: Fluent  
Danish: Basic  
Norwegian: Basic  
Finnish: Basic

## CONTACT

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#### TheGameAssembly Higher Vocational School

Game-programing  
Class of 2023

- Studied basics to intermediate game programming

#### Rönnegymnasiet Upper Secondary School

High School Graduate  
Class of 2011

- Studied basics of electricity and computer science

## EXPERIENCE

#### IT Technician

Teletek 5060 AB  
Sep 2014 - Nov 2017

- A smaller it company so i did anything from installing fiber to getting the boss coffee.

#### IT Technician

Tele2 AB  
Nov 2018 - Nov 2019

- IT Technician/Customer Service for the government via Tele2

#### IT Technician

Tieto Sweden AB  
Oct 2019- Oct 2020

- IT Technician/Customer Service for the swedish health care system via Tieto.

#### Game Programer

EODynamics AB  
Oct 2023-May 2024

- Game Programer,Lead programmer on a EOD risk advocacy game. Internship after TheGameAssebly.

## SKILLS

#### Game Programming Skills:

- Proficiency in game engines such as Unreal and Unity
- Programming languages such as C++, C#
- Game design principles and mechanics
- Debugging and testing
- Version control software such as Git/Perforce

#### IT Technician Skills:

- Troubleshooting and problem-solving
- Network configuration and management
- Hardware and software installation and maintenance
- Technical documentation and reporting
- Customer service/ communication