

# NIKLAS JAKOBSEN

Game Engine/System Programmer

## Education

### ● Game Programmer

**The Game Assembly** *Aug 2021 - April 2024*

- Object-Oriented Programming C++
- Data structures and Algorithms C++
- 3D Linear Algebra C++
- Graphics Programming Dx11 C++
- Network Programming C++
- 8 Cross-disiplinary projects

### ● Engineer : Game Development

**LBS Gothenburg** *Aug 2018 - June 2021*

- Programming 1 C#
- Programming 2 C#
- Design C#



## About Me

I'm a Game Engine programmer from Malmö, Sweden with a passion for gaming and Esports. Seeking opportunities to apply my skills and contribute to the industry.

## Skills

- Vulkan API
- DX12 API
- DX11 API
- C++ OOP
- HLSL
- GLSL
- GPU Driven Rendering
- Perforce
- Scrum

## Contact Me

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## Extra Projects

### ● Vulkan

- Nvidia Mesh shaders
- Garbage collector

### ● RHI

- Easy to use
- Vulkan Implementation
- Dx12 implementation