

Nils Ek

Systems & Tools Programmer

I am a Game Programmer passionate in creating systems and tools to aid the development process of games and bring it to the next step.

My teamwork skills have developed over many group projects both inside and outside of school creating games, producing media and managing events.

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Education

The Game Assembly | Higher vocational education Game Programmer 2024-2027

Game development school made to mimic the games industry in pipelines and agile development.

Courses include:

- Linear Algebra with focus on 3D mathematics used in game development and rendering
- Graphics Programming using DX11 where I made a terrain renderer from scratch.
- Tools Development

NTI Luleå | Technology programme 2021-2024

Highschool with an orientation towards programming. Taught the basics of web development and programming in C#.

Projects

Custom Game Engine made at TGA

- Foliage Painting
- Vertex Painting
- Procedural animation using Inverse Kinematics
- Wwise integration
- Entity Component System

Neural Network

- Capable of recognizing hand written digits
- Uses MNIST database for samples
- Created as my highschool exam project

Skills

Programming C++, C#, Java, HLSL, DirectX 11, Dear ImGui, HTML, CSS

Engines & Pipelines Custom Game Engine, Unity, Unreal Engine, Wwise

Collaboration Agile Development, Scrum, YouTrack, Perforce

Achievements

🏆 **Green Tech Challenge**
Finalist 2024

Languages

- Swedish (native)
- English (fluent)

Work Experience

Coop Arena Luleå | Waiter
2023

I worked at a hockey arena in my hometown as a waiter where I learned to collaborate with my co-workers in a stressful environment.