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## Summary

Ambitious, well-rounded and passionate developer with international academic background and professional work experience. Quick to grasp new concepts and adept at weighing tradeoffs involved when making software adhere to predetermined constraints. Very self motivated, both when developing as part of a team and when working individually. Passionate about all aspects of game development, particularly graphics programming.

## Personal Skills

- Game Development
- Data-Driven Development
- Debugging and Troubleshooting
- Automated Testing
- MVC Applications
- Graphics Programming
- Agile Methodologies
- Web Development
- Database Management
- Android Apps

## Technological Proficiencies

- Primary Languages: C/C++, C#, Rust, Java, JavaScript, Python, MySQL
- Secondary Languages: Bash, Lua, Lisp, Assembly, Haskell
- Tools: Git, Visual Studio, Android Studio, Eclipse, Vim, Azure
- Frameworks/Libraries: three.js, OpenGL, SDL

## Professional Experience

### Consultant, Immeo, Feb 2019 - Ongoing, Copenhagen, DK

- Developing and delivering a PIM system for a large client as part of a small team
- Increased technical proficiency in React, C# and MongoDB, through daily usage
- Completed MSFT certificates in C# Programming and Azure Development
- Daily interactions with business users as part of agile development methodology

### Academic Research Project, IO Interactive, Aug 2018 - Dec 2018, Copenhagen, DK

- Worked onsite with IOI Glacier Engine (rendering division) as part of MSc
- Investigated feasibility of exporting level data at runtime to GLSL files
- Developed functional prototype capable of loading, rendering and profiling GLSL files

### Webmaster, Mar 2015 - Ongoing

- Set up websites for three Medtech companies based in different countries
- Websites: [www.progmedtech.com](http://www.progmedtech.com), [www.t-stoma.be](http://www.t-stoma.be) and [www.fahl-scandinavia.se](http://www.fahl-scandinavia.se)
- Built using a modified Wordpress theme running on a third party server
- Looks professional, low cost and maintenance, easy to add new content

#### Software Developer Consultant, Tedkomp, Jan 2015 - Oct 2016, Malmö & Lund, SE

- Consulted at Sony Mobile in multinational agile teams on 1<sup>st</sup> party Android apps
- Apps worked on include Home, Weather, Widget, Email and Calendar
- Implemented new functionality across multiple branches and handled bug reports
- Created automated tests and participated in regular manual test sessions
- Became involved in maintaining and configuring team's internal test servers
- Developed projects at Tedkomp, e.g. a web-based document management system
- Utilized Javascript frameworks, incl. Node, Marionette, Underscore and JQuery

#### Programming Intern, Sony Mobile, Jun 2013 - Aug 2013, Lund, SE

- Developed test suite for Sony's Android based mobile OS as part of an agile team
- Created unit, integration and system tests; ran these periodically
- Analyzed test results in order to identify regressions and potential issues

#### IT Intern, Atos Medical, Jun 2012 - Aug 2012, Hörby, SE

- Worked as IT Technician with 1<sup>st</sup> Line support team
- Assisted employees with computer issues and helped with server maintenance
- Relocated a large amount of computer hardware as part of a company expansion
- Performed a minor amount of scripting as a means of task automation

### **Academic Achievements**

#### MSc Games (Technology), Fall 2017 – Spring 2019, IT University of Copenhagen, DK

Average Grade: 11 / 12

- Sem. 1: Game Prototyping, Game Programming, Data Driven Design & Development
- Sem. 2: Game Project, Graphics Programming, Data Mining
- Sem. 3: Modern Artificial Intelligence, Academic Research Project, Thesis Prep
- Sem. 4: Master's Thesis - Rust As A Language For Game Engine Development

#### BSc Computer Science, Fall 2010 – Spring 2014, University of St Andrews, UK

Final Grade: 2.1

- Year 1: Computer Science, Internet Programming, Programming Projects
- Year 2: Advanced versions of year 1 courses
- Year 3: Team Project, Computational Complexity, OS, AI, Data Encoding, ...
- Year 4: Major Project, Videogames, Comp. Graphics, Comp. Architecture, ...

#### Bilingual Full IB Diploma, Fall 2008 – Spring 2010, American School of the Hague, NL

Final Grade: 36 / 45

- Higher Level: Chemistry, Economics, English
- Standard Level: Computer Science, Mathematics, Swedish