



Hampus Gustafsson

Curriculum Vitae

Education

- 2011–2014 **Bachelor Degree in Computer Science**, *University Collage in Skövde*, Skövde, .
2009–2011 **Computer Science**, *Wargentin High School*, Östersund, .

Bachelor Degree Project

- Title *Genetic Algorithms versus statemachines in individual centered ecosystems in games.*
- Description This work investigate which AI-technique is most suitable for controlling behaviours in an artificial ecosystem.
- Link <http://his.diva-portal.org/smash/get/diva2:723824/FULLTEXT01.pdf>

Experience

Vocational

- 2017–Now **Programmer Consultant**, ATTENTEC AB, Stockholm.
Internet of Things, Streaming Media and Modern Software Development.
- 2015–2017 **Generalist Programmer**, LUDOSITY LEARNING AB, Skövde.
Helped develop Cloudislands <https://cloudislands.se> - Gameplay programmer, Backend programmer, GUI developer and more.
- 2015 **Game Prototype Engineer Intern**, LUDOSITY INTERACTIVE AB, Skövde.
Prototyping several games for Ludosity interactive
- 2014 **Game Prototype Development**, BALTHAZAR, Skövde.
Worked as a programmer on a game prototype for the company Bathazar. This game were to teach others about evolution and ecosystems.

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🌐 <https://hampusgustafsson.se> •

Other

2012–Now **Server administrator.**

Managing one Debian servers designed as a web server, were I host my portfolio and other sites.

Now **B-Driving licence .**

Awards

2015 Jury's choice award - Nordic Game Jam 2015 - Press F To Win

Computer Skills

Basic Assembly, Ruby

Intermediate MYSQL, PHP, CSS, HTML, JavaScript, JAVA, L^AT_EX, Linux, Microsoft Windows, Tortoise SVN, Tortoise Hg

Advance C++, C#, .NET, Unity3D

Languages

Swedish Native speech

English Good, fluent in speech and writing

Interests

- Cooking
- Games
- Training
- Game Jams
- Travel
- Music
- Software Development
- Game Development

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