

Rasmus Jarl

Info:

- Email: rasmus.jarl@gmail.com
- Addresss: Kaserngården 8, 79140 Falun, Sweden.
- Phone: +46(0)72 73 48 913
- Website: <http://razedux.name/>
- Born: 1991 (Age 20)

Education:

Course	School	Year
IT	Helix gymnasiet	2007-2010
Game programmer	Playground Squad	2010-2012 (<u>Current</u>)

Relevant skills:

- Fluent English and Swedish (native) in both verbal and written forms
Good at communicating and describing abstract problems and ideas for fellow peers.
- General C++ knowledge
Ranging from design patterns techniques to low level understanding of the compiler and how the hardware runs the code.
- Basic HLSL and shading techniques
Including Blinn-Phong, normal mapping, instancing and stencil shadows.
- Game programming relevant math,
Including linear algebra, trigonometry and discrete math.
- Basic AI programming,
Including finite state machine and A*/best first/Dijkstra path finding.

Experience:

- Two finished game projects with teams on 9 members ([Event Horizon](#) and [Pólemus](#)).
- Different work flows: Pair programming, Scrum (using [Hansoft](#)) and real time collaborative projects (using [Gobby](#)).
- Multiple OS: Windows and Linux, (both usage and development)
- Reversion systems: Git and SVN.
- Additional frameworks: [TenGine \(game engine\)](#), [RakNet \(Network\)](#), [SFML \(multimedia\)](#), [Qt \(Desktop\)](#), [Wt \(web application\)](#).