Andreas Winther Sorman

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👤 1998-11-04

About

Cooperative and motivated Swedish programmer with a passion for game development who loves learning new things and getting to know others. Studied at The Game Assembly with a big interest in tools, shaders and engine development in general. Post graduation I joined Sharkmob as a Tech programmer and have as of now worked with them for over a year.

Work experience

Tech Programmer, Sharkmob (September 2020 - Ongoing). As a Tech programmer I've mainly worked with creating tools, setting up benchmarks and extending engine features.

Education

Advanced Diploma, Higher Vocational Education
The Game Assembly, Game Programmer, September 2018 - June 2020

Certified Upper Secondary School Engineer
Ljud och Bildskolan (LBS), Game Development, September 2017 - June 2018

Skills

C++, GLSL, HLSL, Unreal Engine 4, C#, LUA

Languages

Swedish, English