
JIMMY HAGLUND

Hi! I enjoy solving problems. That's what I like most about programming - no matter if I'm working on a game, a tool, or a website, at its core the work is about defining problems and coming up with the simplest solutions possible.

Web resumé

jimmyhaglund.gitlab.io/Resume

Github

<https://github.com/jimmyhaglund>

Linkedin

<https://www.linkedin.com/in/jimmy-haglund-a827aa115/>

Mail

JimmyHaglund@gmail.com

Phone

+4676 - 107 68 85

Experience & Education

April - June 2019 — Programmer, Palindrome Interactive

- Worked on localisation and gameplay programming for the game title Immortal Realms: Vampire Wars
- Developed prototype for unannounced project using Unity and C#

2016 - 2019 — University of Skövde: Game Development, Design

- Bachelor's degree in computer science
- Degree contained two half-term projects, including *Gunslinger* where I worked on level design and made a tool for more efficient item placing. <https://boot-hill-productions.itch.io/gunslinger-blood-moon>

Autumn 2018 — Exchange Student, Southern New Hampshire University

- Worked with Make A Wish Foundation as a part of coursework, where I designed and implemented a solution for a highly interactive 3D game menu

2013- 2016 — Royal Institute of Technology: Mechanical engineering

Studied towards a master's degree in mechanical engineering but cancelled after realising I wanted a different career path. Gained a solid base in maths and physics.

Blue-collar experience

Summers 2017 & 2018 — Forklift operator, Volvo, Skövde
Summer 2013 — Forklift operator, Scania, Södertälje
2010-2012 — Welder education & various temporary jobs

Competences

Languages: C#, Javascript, C++, Python

Toolbelt: Unity, Angular, .NET, Docker

Selected Projects

Tenno Tab: Web-based helper application for the game Warframe that allow users to track their progress in the game and plan what to do next.

<https://jimmyhaglund.github.io/TennoTab>

<https://github.com/JimmyHaglund/TennoTab>

JHMEngine: Javascript library for developing static browser-based game applications.

https://github.com/JimmyHaglund/JHM_Javascript_Game_Engine

JHTools: C# tools for Unity game development.

<https://github.com/JimmyHaglund/JHTools>