



Linnea Lager

C++ software developer

specialized in video game programming

Contact

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Github:

<https://github.com/Creepingzinnea>

Location:

Stockholm, Sweden

Merits

Languages

C++, HLSL, Java, XML

Programming experience

Object-oriented programming

System architecture

Networking & client-server architecture

Asynchronous programming

Data serialization (JSON / binary)

Graphics engine development

VR development

Engines & Tools

Unreal Engine 4

Unity

Git

Perforce

Blender

RenderDoc

Development practices

SCRUM/ Agile

Hobbies

Programming

Illustration

Knitting

References

Provided on request

Notable Projects

Tree Generator (Custom graphics engine)

The Game Assembly 2025

User-friendly plant generator in 3D with UI to adjust branches and look of the tree. Built in my custom graphics engine using the L-system algorithm.

Graphics Designer Tool

The Game Assembly 2025

Created a graphics tool with minimalistic UI where tone, contrast and bloom could be changed live in game and saved to JSON for fast iteration without programmer intervention.

Dynamic common utilities library

The Game Assembly 2024

Implemented a library containing mathematical functions, device input and timer. It is designed to be easy to plug in and use in a variety of projects.

I used them in group projects and my own projects.

Network Programming

The Game Assembly 2025

Built a custom networking layer in Unreal Engine to support sending large reliable messages and used this system to implement level loading when players connect.

Professional experience

Gameplay Programmer - Virtual Reality

Pointless Games | Internship - September 2025 - March 2026

- Developed and maintained VR gameplay systems in Unreal Engine 4
 - Implemented networking features, including custom message scheduler and multiplayer level loading
 - Handled asynchronous game-side calls to backend/relay services
 - Designed and prototyped graphics and dynamic material systems like a grass shader that renders 3D grass that moves with wind.
 - Collaborated in a small indie team using Git for source control
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Education

C++ video game programmer

The Game Assembly | Higher Vocational Degree - August 2023 - April 2026

- Built and a custom C++ game engine (DirectX 11, PhysX)
- Completed 8 game projects in teams of designers, artists, and programmers
- SCRUM - agile development in cross disciplinary teams during game projects
- Learned and implemented: graphics programming, UDP-protocol, tools development, and gameplay features
- Applied concepts in software architecture, multithreading, memory management, algorithms, profiling and debugging.