

PAULIINA KARLSSON HEISKANEN

Gameplay Programmer

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Education

Lund University / Diversity of the World's Languages

MARCH - MAY 2019, LUND, SWEDEN

A course focused on the diversity of the world's languages.

Lund University / Human Language - Structure and Application

JANUARY - MARCH 2019, LUND, SWEDEN

A course focused on linguistics.

The Game Assembly / Higher Vocational Education

2016 - 2019, MALMÖ, SWEDEN

Advanced Diploma in [Game Programming](#).

Hermods AB / Mathematics (3b) and Programming 1

DECEMBER 2015 - APRIL 2016, MALMÖ, SWEDEN

MTU / Upper Secondary School

2011 - 2014, LINKÖPING, SWEDEN

Focus on 3D and Animation.

Experience

Valkyrie Jam / [Programmer](#)

JUNE 2019, BODEN, SWEDEN

I was a part of Valkyrie Jam 2019 where I was one out of two programmers on my team that worked on the game Fýri, a forest simulation game. We worked in **Unreal Engine 4** and the game was made in 10 days. Apart from the programming I also did some narrative and a bit of art (particles, journal entries), as well as brainstorming and planning the project (together with all other team members).

Meet and Greet / [Interviewing, recruitment](#)

APRIL 2019, MALMÖ, SWEDEN

Together with HR and another employee I represented Tarsier and the programming team at The Game Assembly's annual Meet and Greet. Before the event I looked through all programming student's portfolios and discussed with my lead, and during the event I held interviews and took notes.

Tarsier / Junior gameplay programmer

APRIL - OCTOBER 2019, MALMÖ, SWEDEN

I worked on Little Nightmares II where I was in charge of pickups, inventory and combat among other things. I planned, created and tracked tasks myself as well as was a part of the player meetings and would come with ideas and solutions as well as estimates and give updates on the current state of the player. Apart from LN2 I also did a few weeks work on an undisclosed project where I was one of two programmers where I was in charge of the player.

Tarsier / Gameplay programmer intern

SEPTEMBER 2018 - APRIL 2019, MALMÖ, SWEDEN

I worked on Little Nightmares II where I mainly worked on inventory and pickups, but also some climbing, locomotion and a streaming system. I worked closely together with animators, designers and QA and learned how to plan, create and track my tasks, and I also sat in on all meetings regarding the player to learn that process.

The Game Assembly

2016 - 2018, MALMÖ, SWEDEN

Completed **eight game projects**; seven in C++, one in LUA.

Nordic Game Conference / Volunteer

2016, MALMÖ, SWEDEN

Helped out during the Nordic Game Conference.

Skills

C++

PROFICIENT

Scrum

VERY COMFORTABLE

Visual Studio

PROFICIENT

JSON

COMFORTABLE

Unreal Engine 4

VERY COMFORTABLE

Lua

COMFORTABLE

Perforce

VERY COMFORTABLE

C#

BASIC KNOWLEDGE

Language

Swedish

NATIVE PROFICIENCY

English

FULL PROFESSIONAL PROFICIENCY

French

LIMITED WORKING PROFICIENCY

Korean

ELEMENTARY PROFICIENCY

References

Given upon request.