

# Dan Sönne

## technical artist & programmer



### PROFILE

Hello!

I graduated 2018 as a programmer and now I am back again to become a technical artist.

As both a student and an intern I have shown to be capable of working under pressure and see things through to completion. I am an adaptable person who is responsive to feedback and enjoys working in a team. In conclusion, I am reliable, passionate, hardworking and eager to learn person.

### CONTACT

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### WEBSITES

PORTFOLIO

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LINKEDIN

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### EXPERIENCE

- 2018 - NOW • **2 School projects (The Game Assembly)**  
During my education at The Game Assembly as a technical artist, I made a total of 2 game so far. Using tools as Houdini and Maya to create procedurally generated models and tools.
- 2017 - 2018 • **Sniper Extinction (Mobile Sniper Game)**  
During my internship at The Station, I helped to develop Sniper Extinction, A Sniper Game for mobile.
- 2015 - 2017 • **8 School projects (The Game Assembly)**  
During my education at The Game Assembly, I made a total of 8 game, 1 in LUA, 7 in C++. 4 of the 7 C++ projects were made in our own engine.
- 2016 • **Vr-GameJam**  
Made a VR Game over a weekend with game students and people from the industry.
- 2015 • **Ruter AB**  
Worked as a prepress operator/PDF Tools programmer.

### EDUCATION

- 2018 - NOW • **The Game Assembly**  
Higher Vocational Education in Technical art.
- 2015 - 2018 • **The Game Assembly**  
Higher Vocational Education in Game programming
- 2014 - 2015 • **Hermods(Microsoft .Net)**  
Studied Microsoft .NET (SharePoint Platform 40YH points)
- 2011 - 2014 • **Ljud- och Bildskolan**  
Engineering upper secondary (Game development)

### SKILLS

#### Programming languages

|        |                                |
|--------|--------------------------------|
| C++    | Proficient                     |
| C#     | Proficient                     |
| Python | Proficient                     |
| HLSL   | Comfortable                    |
| MEL    | Comfortable                    |
| LUA    | Comfortable                    |
| PHP    | Comfortable but inexperienced. |

#### Softwares

|               |                     |
|---------------|---------------------|
| Visual Studio | Good understanding. |
| PyCharm       | Good understanding. |
| Maya          | Good understanding. |
| Houdini       | Comfortable         |
| QT Creator    | Comfortable         |
| Unity         | Good understanding  |
| Unreal Engine | Comfortable         |
| SVN           | Comfortable         |
| GIT           | Comfortable         |