



MATHIAS BOMAN

GAME PROGRAMMER

ABOUT ME

Generalist game programmer, with interest in VFX, Tools, and UX/UI.

I am a driven individual who is always looking to improve my skills and knowledge. I always keep a positive attitude towards my team because a pleasant work environment leads to better health and better products.

CONTACT



[/mathias-boman](#)



mathias.boman@gmail.com



+46 708 591 232



mathiasboman.com



Stockholm, Sweden

HARD SKILLS

C++ C# HLSL

P4V Unreal Unity

SOFT SKILLS

Collaboration Creativity

Adaptability Work ethic

Patience Accountability

LANGUAGES

Swedish → Native

English → Fluent

GAME PROGRAMMER INTERN

2023 - PRESENT, ENVAR ENTERTAINMENT AB

Working on an open world, survival/adventure game developed in Unreal Engine 5. Mainly focusing on UI and menus, and integrating UI for gameplay features.

GAME PROGRAMMER

2021 - PRESET, THE GAME ASSEMBLY - HIGHER VOCATIONAL

- Learning the essentials for making video games in C++ and DirectX 11.
- Completed seven game projects and an eighth currently in progress - two using C# and Unity, three using C++ and TGA's in house rendering framework, three in our own custom game engine using C++/DX11.
- Specialization project - particle system in our own custom game engine.
- Working cross disciplinary with agile/scrum methodologies.

ADMINISTRATIVE COORDINATOR

2018 - 2020, INTERTEK CERTIFICATION AB

Administrative role within business assurance and support. Correspondence and cooperation with customers, accountants, and subcontractors. Tasks included registration and handling of data in IT systems, close daily communication with finance department and several improvement projects.

WAREHOUSE PERSONNEL

2015 - 2018, SAINT-GOBAIN SWEDEN AB GYPROC

Project manager for and member of several projects to improve safety and efficiency using WCM tools. Administrative tasks, such as inventory. Typical warehouse tasks including a year as team leader with personnel responsibility for five employees.