

CV

Programmer

Jacob Reimer

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Profile

- Programming, optimizing code
- Good analytic and logical thinking, easy to see pattern with holistic view, working in a structured way
- Dedicated and persistent, always delivers results

Experience

2020 –	Massive Entertainment/Ubisoft	Tech & Tools Programmer
2018 – 2020	Mechanic Miner/Hello John	Engine/Game Programmer
2017 – 2018	Nordic Game Conference	<i>Volunteer</i>
2016 – 2018	The Game Assembly	8 Games; 1 LUA project and 7 C++ projects

Education

2016 – 2019	The Game Assembly	Advanced Diploma in Higher Vocational Education in Game Programming
2013 – 2016	Pauliskolan <i>Upper Secondary School</i>	Technical programme <i>Information and media technology</i>

Skills

<i>Very comfortable, solid foundation</i>	C++20 Visual Assist Debugging
<i>Very comfortable, decent foundation</i>	Visual Studio Game engine programming Optimization Programming in threaded environments Git Perforce Network Programming
<i>Good understanding</i>	C# LUA
<i>Comfortable using the program</i>	Unreal Engine 4 Unity

Language

Swedish	Native language
English	Full professional proficiency

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Other competences

Engineering

Developing my own plant watering system, both hardware and software.

Created an Arduino/Raspberry internet radio in C++ with physical buttons.

Home Automation

Setup Home Assistant in a Docker container on a Raspberry Pi together with a Conbee II