


ALBIN BILLING

GAME PROGRAMMER



CONTACT

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 www.albin.foo

SKILLS

- C++
- HLSL
- C#
- DirectX 11
- Perforce
- YouTrack
- Visual Studio

LANGUAGES

- Swedish (Native)
- English (Fluent)



PROFILE

Hello! I'm a passionate game programmer and have gained experience in many different areas of game development during my studies at TGA. Lately, I have been more focused on developing tools to streamline our game projects, which has been challenging but really fun!



EDUCATION

Game Programming Aug 2024 - Present

The Game Assembly, Malmö

- 8 week specialization project developing an erosion simulator for terrain
- Seven game projects working with teams between 13-21 people
- C++ Courses in Graphics Programming, Network, AI, Data Structures and Tools

Game Development - Programming Aug 2021 - Jun 2024

LBS Kreativa Gymnasiet, Lund

- Developed games in Unity
- Three major game projects, working together with Game Artists in groups of 4-6



WORK EXPERIENCE

Stagehand May 2025 - Present

EPR AB, Malmö

- Extra work during studies
- Building and disassembling stages for various productions