



Brian Wannstam **Programmer**

<http://brianwannstam.se/>

Sweden, Skåne
274 62 Rydsgård
bwannstam@gmail.com

Languages

Swedish (native)
English (fluent)

Skills

- C++
- C#
- Git
- Perforce
- Cmake
- Vulkan
- DirectX 11

About

I started out as a game artist but quickly found myself more interested in the technical side of game development. I began studying game programming and specialized in graphics at TGA Malmö.

I have a passion for learning and problem solving, and I am always looking for ways to improve my skills and knowledge. I in a team I tend to take a supporting role, helping others with not only code but also with IT.

Education

Vocational Education

Programming (2024 – Now)

The Game Assembly Malmö.

I have created data driven systems that have been used and reused in multiple projects, including animations, particles, and some tools for creating animation state machines.

I worked in C++ to implement game mechanics in custom in-house engines created in collaboration with other students and in modern Industry leading engines.

I specialized in making a multi-platform Vulkan engine in C++ with support for PBL lighting and shadows.

Upper Secondary School specialisation

Game Graphics (2020 – 2023)

LBS Kreativa Gymnasiet in Lund

I studied game graphics at LBS Kreativa Gymnasiet in Lund as an artist creating 3D and 2D assets for games of varying genres. What I learned from creating assets helped me a lot when I started with graphics programming.

Tool I used:

- Autodesk Maya, for modeling and animating
- Unity, the game engine used for all game projects
- Adobe Substance 3D Painter, used for texture creation