

Erik Pettersson

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Summary

Junior game programmer with interests in AI, physics and animation.

Experience



AI Programming Intern

Fast Travel Games

May 2021 - Present (6 months +)

During my internship at Fast Travel Games I mainly focused on writing AI systems, supporting the AI designers and working with the physics set up.

Education



FutureGames

Higher Vocational Education Degree, Game Programmer

2019 - 2021

Higher vocational education with a great focus on C# and C++ in engines such as Unity and Unreal Engine 4 with many courses given from people who work in the industry.



LBS Kreativa Gymnasiet

2016 - 2019

Skills

C++ • C# • Programming • Unreal Engine 4 • Perforce • Agile Methodologies