

JOHAN RÖJÅS

GAME PROGRAMMER

CONTACT

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📍 Stockholm, Sweden

🌐 brandwegg.github.io

SKILLS

- C++, C#
- D3D11
- Unity
- Clang, MSVC

LANGUAGES

- Swedish
- English

SOFT SKILLS

- Communication
- Collaboration
- Problem-solving
- Critical thinking



PROFILE

I'm a student at The Game Assembly with a great passion for graphics programming, ranging from pipelines and ecosystems to VFX.

The areas that catch my interest the most are data structures, information flow and math.



EDUCATION

The Game Assembly | Stockholm

2024 - PRESENT

Game programmer

- Developed multiple projects in Unity and proprietary c++ and d3d11-driven engines in collaborations with multiple disciplines.
- Generalist courses in data structures, design patterns and algorithms with a focus on application in game development.
- Fully practical.

NTI-gymnasiet | Stockholm

2017-2020

Information and media technology

- Physics 1-2
- Mathematics 1-5 + specialised
- English 7
- Programming 1-2



WORK EXPERIENCE

Högsätra skola

2023-2024

Teacher assistant

Stockby ÅVC

2021-2022

Customer assistance