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Portfolio

Markus Wikström
Game programmer

In one of my earlier game projects, I was assigned the task of creating the AI for enemies and it clicked with me. Since then, I've focused on AI whenever possible. For everything I learn, I find new fascinating possibilities to explore.

Expertise

C++

Unreal Engine

C#

Unity

SDL2

ImGui

Lua

Direct X 11

Language

Swedish

English

Experience

2021-Present

Futuregames

Game programming

Futuregames is another vocational education that also covers game development. In this education, we had four game projects where we were creating games using Unity and Unreal Engine. This was combined with courses held by employees at different companies covering useful things in game development. In this education, I was primarily focusing on AI. In my personal projects, I experimented with different types of AI to gain more experience.

2019-2021

The Game Assembly

Game programming

The Game Assembly is a vocational education for game development. In it, we had eight game projects with graphical artists and level designers. The education covered scrum methodology, collaboration with various disciples and programming. During this education, we also built our own game engine in C++. We created the game Sky Traveller in this engine, which was our eighth and last project. Sky Traveller got nominated for "Best Tech" in the Swedish Game Awards 2021.

2019

NTI-Skolan

High school course programming 1 & 2

During the spring of 2019, I took a course in programming 1 & 2 to get the high school grades needed for The Game Assembly's education.