

AMOS JOHAN PERSSON

SOFTWARE ENGINEER & GAME PROGRAMMER

CONTACT

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Stockholm

SKILLS

C++, C#, Python, Rust
Object Oriented programming
Agile development
Rapid Iteration
Project Management
Machine Learning

TOOLS

Git, Perforce, TeamCity
Debian, Ubuntu, OpenSUSE
Jira, Miro, Figma
Unreal Engine 5, Unity
Keras, Numpy, Scipy
JSON, YAML

LANGUAGES

English, at native or bilingual proficiency
Swedish, at native or bilingual proficiency

CODE PROJECTS

RetroDungeon

[GitHub](#)

2024

- Retro tile-based roguelike
- Custom Entity Component System architecture
- Powerful interactions system
- Procedural Generation, Pathfinding, MVC architecture, YAML and JSON serialization, data driven

WORK EXPERIENCE

Game programming Internship

Turborilla AB

2024

- I ported a mobile racing game to Steam for both Windows and Steamdeck.
- C# and Unity game engine

Freelance Tabletop RPG Designer

Self-employed

2020 -

- Produced two international releases through Bläckfisk Publishing
- Blood Feud (2020), on toxic masculinity in the viking era
- Slaying Dragons (2021), on tragic heroes in classic fantasy

Computervision Internship

Nationalmuseum

2019

- I performed a data enrichment on Gustavsbergssamlingen collection of pottery.
- Custom trained AI models using convolutional neural nets.
- Python using Keras & Numpy

EDUCATION

Technical Designer at FutureGames

Higher Vocational Education

2022 -2024

- Hands on and practical education with emphasis on experimentation and iteration. I specialize in technical design and programming.

Computational Linguistics at Stockholm University

Bachelor of Arts

2013 - 2018

- Computational and general linguistics
- Mathematical statistics and Linear algebra
- Computer science and Python programming