

Mattias Lunderot

Programmer

✉ mattias.lunderot@gmail.com
🌐 lunderot.se



Work

- 2019–2020 **Programmer**, *Touchtech AB*, Gothenburg
Front end web development using JavaScript and React for use on touchscreen displays
- 2017–2018 **Game programmer**, *IGT Sweden Interactive AB*, Växjö
Programming game logic to make slot games in C++

Education

- 2013–2016 **Game programming**, *Blekinge Institute of Technology*, Karlskrona
Learned C++ and 3D programming using DirectX/OpenGL
- 2010–2013 **Technology program**, *Osbecksgymnasiet*, Laholm

Skills

- Programming C++, C, 3D graphics, JavaScript, HTML, CSS, Python
Tools Visual Studio, Linux, Photoshop, Blender, OpenSCAD
Languages Swedish, English

Projects

Visit my website lunderot.se for pictures and videos of these projects.

Games

- 3D Tic Tac Toe A web based peer to peer game using JavaScript and WebRTC
- VileCorp VileCorp was created with 13 other students at Blekinge Institute of Technology. I was in charge of input handling, menu system and settings system.
- Mortal Portal Mortal Portal was created with 5 other students at Blekinge Institute of Technology. I was main programmer and made the core parts in the engine like input, rendering and collision checking.

Websites

- Personal website Written from scratch using HTML and CSS.
- Game concept website A website to display hero information using Handlebars.js and JavaScript.

Interests

- Electronics Soldering.
Programming embedded systems such as Arduino and esp8266.
- 3D printing Using CAD software.