

Emil Lehtola

Game Programmer

Education

The Game Assembly Stockholm

Higher vocational education | Aug 2023 - Present

- 7 game projects in multidisciplinary teams consisting of 13-16 people. Primarily contributed with engine and graphics implementations.
- Developed a game engine in C++ using DirectX 11. I used Dear ImGui for interfacing and building a custom editor.
- Specializing in Tools and Engine.

LBS Södra Kreativa Gymnasium

High school | Aug 2020 - Jun 2023

- Introduction to C# in Unity.
- 3 game projects made using Unity.
- Introduction to VR.

Work Experience

Stureby Vårdcentral

Voluntary administration work | Mar 2021 – Jan 2025

- Managed database and worked with registration of health forms and vaccinations.

Omnipollos Flora

Kitchen work | Apr 2022 – Aug 2022

- Learned communicational skills working in the kitchen and serving customers.
- Made me stress resistant and taught me to keep my head cool.

Merits

- Google Award winner for mobile game 2024 '[Soulmates](#)'.
- Leadership course in Virginia – 2019 with Boy Scouts of America



Contact

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[Portfolio](#)

Programming

- C++, C# (Unity)
- HLSL, Lua
- Json, Binary
- DirectX 11, ImGui, Wwise

Skills & Software

- Visual Studio, VS Code
- Git, Perforce, YouTrack
- RenderDoc, VS Profiler, Pix Profiler
- Unity, Pico VR(Unity)
- Photoshop, Blender
- Agile Workflow(Scrum)

Languages

- Swedish – Native Language
- English – Professional Proficiency

Interests

- Video Games
- Board Games
- Swedish Scouts
- Socialising
- Bodybuilding
- Painting and Drawing