



# OLIVER LEBERT

GAME PROGRAMMER

## INTERESTS



### Gaming

PC master race, let's go!



### Filmmaking

Mostly making cinematic videos on Youtube

## EXPERIENCE

● 2017 - 2021

### Oliver Lebert Video- och Filmproduktion

Filmmaker, Stockholm

Working as a filmmaker where I (together with the client) plan, film, and edit films according to the client's needs. Mostly focusing on intro films for small business websites and social media.

## EDUCATION

● 2017 - 2020

### Film & TV-Production

MediaGymnasiet, Nacka

A high-school education with a focus on Film/TV-Production. Relevant courses include Filmproduction, TV-Production, Programming 1, Sound Production 1, Mathematics 2b, and Animation 1.

● 2020 - 2022

### Game Programmer

FutureGames, Stockholm

The basis of most of my game development knowledge. The education included programming in Unity and Unreal with lectures and assignments as well as three bigger game projects in teams of 9-10 people.

## SKILLS

### Game Development

Unity ●●●●●●  
C# ●●●●●●  
HLSL ●●●●●●  
Unreal Engine ●●●●●●  
C++ ●●●●●●

### Programming Concepts

Tools ●●●●●●  
Shaders ●●●●●●  
Virtual Reality ●●●●●●

### Creative Programs

Photoshop ●●●●●●  
Illustrator ●●●●●●  
Premiere Pro ●●●●●●  
Final Cut Pro ●●●●●●  
After Effects ●●●●●●  
Krita ●●●●●●

### Languages

Swedish ●●●●●●  
English ●●●●●●

## CONTACT

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