

# John Olav Haraldstad

Cell: (385)210-7751 | Email: [john.haraldstad@hotmail.com](mailto:john.haraldstad@hotmail.com) | [www.johnharaldstad.com](http://www.johnharaldstad.com)

## Game Engineer

### Technical skills

Software Experience: Unity 4/5, Unreal Engine 4, Lumberyard beta, Visual Studio 2015, Autodesk Maya.

Gameplay programming: Implementation of gameplay system and logic in C++ and C#, including player controls, in-game dialog system and enemy spawning system. All object oriented.

Libraries: C++ STL, OpenGL, Direct3D, Qt 4, Phaser. Developing 2D engine with memory allocator and threading.

Other: Have experience of working in multiple teams of 6-7, cooperating with artists, producers, animators and music composers. Experience with SCRUM and Trello (SCRUM tool). Experience with UR/UX.

### Experience

#### Projects

##### **Walk in the Wood (PC) 2018**

**Role:** Lead programmer

**Technical specification:** Unreal engine 4

**Misc.:** Four-player online adventure game. In charge of engineering team. Implemented networking, lobby system, UI.

##### **Dr. Color Digital Adventure (Mobile) 2017**

**Role:** Co-lead programmer

**Technical specifications:** Unity and C#.

**Misc.:** Educational adventure game which teaches RGB system. Implemented UI, data-driven level system, color mixing.

##### **Lumberyard Coliseum (Vive) 2016**

**Role:** Combat programmer

**Technical specifications:** Lumberyard and Flow Graph (Lumberyard visual programming)

**Misc.:** VR gladiator combat game. Implemented weapon functionality and hit detection. Twitch chat integration.

##### **Steam Buccaneers: Search for the Seven Cogs (PC) 2016**

**Role:** Lead programmer

**Technical specifications:** Unity and C#.

**Misc.:** Top-down action adventure space-pirate game. I was in control of physics, UI, animations and dialogue system.

#### Other projects

**Point of No Return (PC), C# using MonoGame, 2D minesweeper/maze game.** Developed AI and animation.

**Nightmare Puncher (PC), Unreal Engine 4, 2016:** 2D reaction game. Implemented enemy AI.

**Fire Fighter Follies (Web), HTML5 with Phaser, 2016:** 2D arcade. Developed collision, controls and animation system.

**Randomville (Mobile), Flash, 2014:** Lead programmer. Implemented mini-games and scene management.

#### Work experience

**Software developer** May 2017 – current, Rockwell Collins Inc

**Role:** Developing exporter tool for Maya to Open Flight format for use in Creator engine.

**Software VR Intern** March – June 2016, Making View AS

**Role:** Developed tools to simplify conversion process from camera to VR-video.

### Education

**Entertainment Arts and Engineering Master Games Studio (EAE:MGS), 2016-18,** Game Engineering Track.

**Bachelor in Game Tech and Simulation** at Hedmark University of Applied Sciences, 2014-2016.