

Lars Tallinger

Game Programmer



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Education

Bachelor's degree in Computer Science, LTH
08/2011 – 06/2015 | Helsingborg, Sweden

Game Programmer, The Game Assembly
08/2021 – 04/2024 | Malmö, Sweden

Professional Experience

Internship - Game programmer,
BlueGoo Games
08/2023 – 04/2024

As it is a rather small company I ended up being involved in almost everything. General gameplay, AI, animations, sounds, save system and some things regarding multiplayer.

Employee, Max Hamburgare
2009 – 2021 | Hyllinge, Sweden

Did everything from handling registers, making food, handling the safe, repaired the broiler. Trained several people that went on to become bosses.

About me

My name is Lars and I am a game programmer in heart and soul. Games have always been a big part of my life. Ever since I was young I have immersed myself in the world of games, both online and offline. Three years ago I decided to follow my heart by studying game programming. I am a bit of a jack of all trades or a generalist if you will. I am a fast learner and can pick up new skills very easily. I am flexible and adaptive which helps me overcome any challenge I may face while working.

Skills



Languages

