

Olle Kaiser

Game and Software developer

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🌐 <https://okdev.se>

🔄 <https://github.com/Yogsther>

Fluent languages

Swedish

English

Certifications

Swedish Drivers License (B)

EASA Drone License (A1 / A3 & A2)

About me

I have been coding since 2016. I specialize in Games, Web applications and online systems. I have just finished by study in Skellefteå and I am now looking for a job! Please visit my portfolio too see some of my best work so far → <https://okdev.se>

Programming Qualifications

Javascript, Typescript, NodeJS, HTML, CSS

Unity, C#, Python, Java, Swift, Perforce, Git

I have recently worked with C++ and Unreal Engine

Education

NTI Gymnasium Umeå, TE16 (Teknik) 2016 - 2018

NTI Umeå 4th year extension (TE4)
Certified upper secondary school engineer 2019

Future Games Skellefteå, Game Programmer - Vocational education 2020 - 2022

Experience

10 Week internship at The Fine Arc Unity, C#
Game Development and Analytics in Unity 2019

Research software development of the NUNA™ in collaboration with Python, C++, JS
Umeå University, Uminova Innovation and Panasonic 2020 - 2022

4 Month internship at C77 Unreal Engine, C++, Python
2022

Projects

CyberBlitz - <https://cyberblitz.net> Unity, C#
Multiplayer strategy game 2021

FN Rate - <https://rate.ygstr.com> Javascript, Web, NodeJS
Social platform where users can rate skins from Fortnite 2020 - 2022

Outlaws - <https://outlaws.ygstr.com> Unity, C#, Web, Javascript, NodeJS
Multiplayer card game and web tools for developers 2022