

Karlshamn, Sweden  
+46 722 321 306  
christoffer@wardh.se  
www.wardh.se



# CHRISTOFFER WARDH

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## SKILLS

C#	I handle this language very well.
C++	I handle this language well.
HLSL	Comfortable, but inexperienced.
Unity	High knowledge using this program.
Unreal Engine	Basic knowledge using this program.
Xbox One	Experienced working with this console.
PlayStation 4	Experienced working with this console.
Git	High knowledge using this software.
VR	Some experience working with this tech.
PhysX	Comfortable working with this engine.
Wwise	Comfortable working with this engine.
LUA	I handle this language well.
MySQL/MSSQL	I am comfortable working with this.

## WORK EXPERIENCE

### Forgotten Key AB, Karlshamn – Technical Director

DECEMBER 2018 – PRESENT

- Making high level tech decisions for projects.
- Plan technical roadmap in accordance with the projects needs.
- Planning and breaking down features together with other directors.

### Forgotten Key AB, Karlshamn – Technical Lead

OCTOBER 2017 – DECEMBER 2018

- Planned sprints for the tech team.
- Staff appraisal with members of the team.
- Lead during prototyping and pre-production phase of two projects (Vind and Down the Well).
- Full responsibility over the implementation of the Character Controller in both projects.
- Prototyping other main game features.

## **Forgotten Key AB, Karlshamn** – *Game Programmer*

SEPTEMBER 2016 – OCTOBER 2017

- Helped finish the release of AER: Memories of Old.
- Ported the game to Xbox One and did some porting work on PS4.
- Bug fixing.
- Optimization.
- Minor features, such as loading screen.
- Held press conferences at Gamescom 2017.

## **GameStop, Sweden** – *Senior Sales Associate / Store Manager*

JUNE 2009 – AUGUST 2014

- Worked as Store Manager for two different stores.
- Wide range of experience from sales to employee management and leadership.
- Trained and educated in customer service and sales.

## **Irradiance AB, Lund** – *Lead Programmer*

MAY 2011 – AUGUST 2011

- Lead Programmer on a three month web service project.
- Worked with C#, MSSQL, Windows MVC.

## **EDUCATION**

### **The Game Assembly** – *Advanced Diploma in Game Programming*

SEPTEMBER 2014 – JUNE 2016, MALMÖ

- During the education we made eight games. Four of which were made in a 3D engine built by us from the ground up.

### **Lernia** – *Application Development (84 ECTS)*

SEPTEMBER 2010 – JUNE 2012, MALMÖ

### **IT-Media Gymnasiet, Lund** – *High School*

SEPTEMBER 2006 – JUNE 2009, MALMÖ

## **OTHER EXPERIENCES**

Nordic Game Conference

Worked as a volunteer 2015 and 2016

## **LANGUAGE**

Swedish

Native language

English

Native language

## REFERENCES

**Robin Hjelte** – *VD, Forgotten Key*

**André Hallengren** – *Programmer, Forgotten Key*

(Contact info handed out upon request)