



# OLAUS KLAVENESS

## GAME PROGRAMMER

Loves playing and developing games, and has dreamt about being a Game Developer since childhood. Positive personality and quick to adapt to new situations. Can easily communicate and work with most people. Work well even in stressful environments.

## EDUCATION

### The Game Assembly - Higher Vocational Education

2022 - 2025 *Game Programming*

- Specialization in Tools and Animation Programming
- 8 Game Projects
- Built a Game Engine with Editor from scratch

### Nils Fredriksson Utbildning - Upper Secondary Education

2006 - 2009 *Computer Technology*

## CONTACT



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[klaveness.dev](http://klaveness.dev)



Staffanstorp, Sweden

## EXPERTISE

- Tools
- Networking
- UI
- Threading/Async
- Engine

## DEVELOPED GAMES

- [Space Chef](#)

## WORK EXPERIENCE

Cash Transit Operator, Loomis Sverige AB	2020 - 2024
IT Technician, Malmö Stad	2022 - 2023
Security Guard, Nokas/Avarn Security AB	2019 - 2022
Cash Transit Operator, Nokas Värdehantering AB	2016 - 2020
Security Host/Guard, KGS Protection Group AB	2016 - 2017
Service Employee, Hovden Alpinsenter, HASO	2014 - 2016
Newspaper courier, Tidningsbärarna	2014 - 2015
Dealer, Casino Cosmopol	2013 - 2014
Instructor, Malmö Cirkusskola	2011 - 2013
Security Consultant, Sector alarm	2012 - 2012
Health worker, UMAS Akuten Malmö	2010 - 2011

## SKILLS SUMMARY

<b>C++</b>	Main programming language. Proficient in a large part of the language.
<b>C#</b>	Skilled in the parts of the language commonly used with Unity.
<b>Unity</b>	Engine used during first commercial game. Have also made a couple of small games. Both for PC and Android.
<b>Unreal</b>	Only followed some beginner guides and made small adjustments to others tools.