

Angelo Logahd

Programmer & Technical Artist

Date of birth: 15/10/1994
Nationality: Sweden
Address: Carl Krooks gata 35,
25219 Helsingborg, Sweden
Email: angelo.logahd@hotmail.com
Portfolio: <https://angelologahd.com/>

I am independent, a team worker, work well during pressure, helpful and easy to work with.

Skills

Programming / Scripting

C++, C#, Python, JavaScript, Visual Scripting, UE4 Blueprints

Shader Languages

WebGL, GLSL, HLSL

Softwares

Unreal Engine 4, Unity, Blender, Autodesk Maya, Visual Studio, Substance Painter, Cycles, Iray, Photoshop (Very Basic)

Others

Procedural Content, Fractals, Shading, PBR, Real-Time Rendering, Ray Tracing, Ray Marching
SVN, Git, Game Consoles, UI, JSON, WinForms, DirectX, PS4 VR, Agile Methodologies

Work experience

Star Vault Malmö, Sweden	UI Programmer (Unreal Engine 4) I worked on the MMO game Mortal Online 2 and the VR casual game Kitten'd.	01/2019 – 02/2020
Zordix Umeå, Sweden	Gameplay Programmer I worked on games for PS4, Nintendo Switch, Xbox One and PC in Unity.	06/2018 – 09/2018
Mindark Gothenburg, Sweden	Intern C++ Software Developer	08/2017 – 04/2018
Cikado Helsingborg, Sweden	Intern App Programmer	08/2014 – 11/2014

Education

Blue Shuttle LTD Online Education	3D animation in Maya The Layered Animation Course Animation course with the participation of Disney Pixar artists to master the art of 3D animation through weekly live sessions, meetings with Pixar animators, 3D rigs, animation exercises and reviews.	2020 – 2022
The Game Assembly Malmö, Sweden	Advanced Diploma in Higher Vocational Education in Game Programming	2015 – 2018
LBS Helsingborg, Sweden	Secondary School Diploma in Game Programming	2011 - 2014