

Linus Neuman

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RESUME

WORK EXPERIENCE

2023	Off-Leash Interactive <i>offleashinteractive.se</i>	Technical Director UE5 C++/Angelscript <ul style="list-style-type: none">• First employee, came in to set up the tech foundation• Formed company tech strategy• Recruited and managed the tech team• Set up IT infrastructure: AD, VPN, P4, office IT• DevOps: TeamCity, UGS, build pipelines• Utilizing the Hazelight Angelscript fork of UE5, we were able to iterate very quickly and meet designers in the same domain.• Performance: Make sure we're on budget. Profiling and optimizations, coordinating the performance team.• Automation: Nightly profiling on a low-spec testbench. Hourly boot tests and MP functionality tests using Gauntlet.• Release management: Steam, release-pipelines and merging.• Stability: Crash triage & mitigations.• Systems. Implemented various systems required, such as barks, game flow & join flow, etc.• Central Tech resource: Help out roadblocked engineers and perform surgery on showstopper systems.• Engine upgrades and dependency tracking
2023 - 2023	Coffee Stain North <i>coffeestainnorth.se</i>	Senior Programmer UE4 C++/BP <ul style="list-style-type: none">• Lead Programmer on live service team• New goat features such as the "Yoshi Tongue"• New quests and onboarding designers• Adapted shipped systems for update purposes without disrupting the original intent.• Reducing tech debt
2021 - 2022	Fast Travel Games <i>fasttravelgames.com</i>	Programmer UE4 C++/BP <ul style="list-style-type: none">• Prototyped game concept solo and brought it to production.• VR Multiplayer in UE4
2018 - 2021	Neon Giant <i>neongiant.se</i>	Programmer UE4 C++/BP <ul style="list-style-type: none">• Game flow, online flow. TRCs.• Gameplay: player movement, camera, shopping, player inventory, game systems, save game, UI, and much more.• Profiling and optimizations for all platforms.• Upgrading engine and managing perforce streams and integrations for deliveries.• Working on several platforms at once (current gen + PC + next gen) and ensuring stability and third party contingencies/dependencies.

- Jenkins and build pipeline.

2017 - 2018 EA DICE
Apr – Nov *dice.se*

Online Software Engineer Frostbite C++

- Worked in 'persistence'-team with game join, server map rotation, player inventory, communication to backend services.
- First party experience (certification, TRCs, etc).
- Profiled server performance and optimized bottlenecks.
- Fixed Linux specific server issues.
- Acted as support engineer on schedule. Pushed for automation in editor toolset.
- Data oriented design in focus.

2017-2018 EA DICE
Aug – Apr *dice.se*

Software Engineer Intern

- Owner of vaulting feature & traversal. Implemented window vaulting and ledge grabbing together with designers, QA, and my mentor.
- Got up to speed quickly by learning from seniors and switching teams.
- Profiled performance on PS4.
- Fixed content creator workflow issues & implemented editor requests in C#.

EDUCATION

2015-2018 The Game Assembly
thegameassembly.com

Advanced Higher Vocational Education Diploma in Game Programmer

- Wrote our own 3D engine
- Network implementation
- Graphics rendering and more

EXPERIENCE

2016-2017 Nordic Game Conference
2015-2017 Drawline Studio Hb

2015 Coder Dojo Jkpg

Volunteer Staff.

Programmer – co founder.

Managed company and developed an android game with a game artist.

Coach – co founder.

Taught young pupils to write their first computer programs.

SELF STUDY

Clean Code Robert C. Martin