

ANDREAS JOHANSEN

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EDUCATION

Bachelor of Computer Science

2008

Norwegian School of Information Technology, Oslo

- Major: Game Programming
- Minor: Game Design
- Related course work: Software Engineering and Project Work, Mathematics and Physics for Game Programming, OpenGL Graphics Programming, C++ Programming, Java Programming, .Net Programming, Game Design, Game Engines and Scripting, Advanced Graphics Programming using Shaders

SKILLS & ABILITIES

Graphics Programmer

- Implemented real-time voxelization and volume rendering into Nvidia Scene Graph (SceniX).
- Implemented full scene anti-aliasing in OpenGL.
- Implemented vertex buffers in the OpenGL pipeline.

Engine Programmer

- Designed and implemented new architecture for Stormfjord's own proprietary engine.
- Created own 2.5D game engine using OpenGL and FMOD.
- Extended the Torque Game Engine with new features including a world map system (used for spawn map and mini map in the game Planet Incursion), and a node based A* path finding system.
- A strong passion for optimization and debugging of code.

Tools Programmer

- Created 3ds Max scripts to simplify the art pipeline in Point of Existence 2.
- Updated existing 3ds Max Torque tools to support the Planet Incursion engine.

Game Play Programmer

- Designed and implemented two new game modes using Python in Point of Existence 2.
- Designed and implemented new artillery firing system using Python in Point of Existence 2.
- Scripted hand weapons, vehicles and general game objects in several projects.

Programming Languages and API

- C/C++, C#, TorqueScript, UnrealScript, HLSL, Cg, Java, Python, .Net, MaxScript, CMake
- OpenGL, DirectX, Unity, Torque, Qt, SceniX, PhysX, FMOD, OpenAL, STL, Boost, Subversion

Software

- Microsoft Windows, Linux, Microsoft Office, Microsoft Project, Microsoft Visio, Microsoft Visual Studio, CodeBlocks, Eclipse, Autodesk 3ds Max, Adobe Photoshop, Tortoise SVN

System Engineering

- RUP, UML, OOP

Personal Skills

- Native Norwegian; proficient in written and spoken English.
- Work well in teams.
- Structured.
- Works well under pressure.

EXPERIENCE

Game Developer 2010 to Present
Turbo Tape Games AS

- Working on two upcoming titles; *Naval War: Arctic Circle* and *Velocipede*.

Development Lead 2008 to 2010
Stormfjord AS

- Designed and implemented new architecture for multithreaded engine.
- Created stereoscopic 3D visualization of the human body for the science center "VilVite".
- Created demo application demonstrating robotic prototyping in a virtual environment.
- Visualized huge datasets (CAD) for Statoil.
- Managed small team of programmers planning work and distributing workload.
- Worked closely with Nvidia for demo at SIGGRAPH 2009.

President 2007 to 2008
Build and Run Software

- Acted as the team lead, lead programmer and lead designer.
- Created design document for Planet Incursion.
- Implemented core technology in the Torque Game Engine and ported it to the Torque Game Engine Advanced.
- Implemented game play with Torque Script.
- Managed team of 6 people planning work and distributing workload.

Development Lead 2003 to 2008
Point of Existence

- Started and finished two major projects, one taking 1.5 years and the other 2 years.
- Responsible for checking all code going into the builds.
- Managed coding team of up to 5 people distributing work load and made sure things got done.
- Received [#4 Mod of the Year 2005](#) for [Point of Existence](#), and [#1 Mod of the Year 2006](#) for [Point of Existence 2](#) from [ModDB.com](#)
- Worked closely with up to 30 people from all around the world.
- Worked through several crunch times.
- Worked with test team to identify issues and created solutions for them.

RECOMMENDATIONS

- *"Andreas is an extremely intelligent and skilled programmer. He is very structured and is unusually good at project management."*
 - Magnus Reigstad, CEO, Stormfjord
- *"Andreas is definitely a hard working individual that can work together with others or by himself independently. Very creative with thinking outside the box with finding solutions. Andreas is very talented with his ability to write code and has the ability to learn quickly with new software coding languages. Someone that is well worth having on the team as he always worked very hard even though he wasn't getting paid for his work. He always went out of his way to help others on the team and enjoys doing what he does."*
 - Tom Patterson, Project Leader, Point of Existence
- *"Andreas was an outstanding asset in Point of Existence's arsenal. His ability to understand a problem and design a solution was nothing short of amazing. I very highly recommend him."*
 - Josh Larsen, Environment Artist, Point of Existence
- *"I have had the pleasure of working with Andy for about 5 years. It is not often you meet someone with such a dedication and a passion for whatever he does. No matter what task or the difficulty of the task given to Andy he seemingly always put the same amount of care and effort into it. It has been a privilege of mine to work with Andy for so long."*
 - Matthew Wells, Founder and Lead Artist, Point of Existence
- *"Andreas is a very capable coder and problem solver. He is a very organized individual, and good at breaking down tasks into manageable chunks that he can delegate. His efficiency as a coder is unparalleled among my closest colleagues and school-mates."*
 - Andreas Petrov, Programmer, Artist and Designer, Build and Run Software