

CURRICULUM VITAE

Sebastian Viktor Ahlman

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Sebastian in a few lines

A passionate programmer with experience in many areas of video game and software development. An honest and social person with a positive view of life and a can-do attitude. A curious guy, always looking for new things to learn and try out.

Work experience

- **April 2012 – present, Game programmer, Remedy Entertainment Ltd.**
Gameplay programming on an unannounced project.
- **March 2011 – April 2012, Game programmer, Bugbear Entertainment Ltd.** Gameplay, network and menu programming. Ridge Racer Unbounded – Xbox 360, PS3 and PC – published by Namco Bandai Games.
- **July 2009 – March 2011, Game programmer, Digital Chocolate Ltd.**
Development of games for the iPhone, J2ME mobile phones and other handheld devices. Lead programmer on several projects.
- **March 2004 – July 2009, Software developer, Haahtela-kehitys Oy.** Part time job until the beginning of 2008, due to school. Development of desktop, web and mobile applications. Most products are targeted towards construction companies. Technical support tasks included in the job.
- **2001, Customer service staff/repairman, Compaq Computer Corp. 2002, Shop assistant, Hans Heimberg Ky.** Summer jobs.

Education

- 2004 – 2008, Arcada - Nylands svenska yrkeshögskola, information technology. Graduated in May 2008, Bachelor of Science.
- 2000 – 2003, Matlidens gymnasium. Student 2003.
- 1997 – 2000, Sökövikens högstadium.
- 1991 – 1997, Mårtensbro lågstadium.

Computer technology

I am an experienced Windows and Mac OS X user/developer. I also have some experience working with and configuring Linux systems. I have developed

applications and games for a wide variety of devices including Xbox 360, PS3, iPhone, Symbian S60, Java cell phones, Windows and Mac OS X and Linux.

Programming languages:

I feel comfortable and productive using the following languages: C/C++, C#, VB, Java, Objective-C, Lua, Python and ActionScript 2.0 & 3.0.

I also have some experience working with UnrealScript and PHP. I have done some shader work with HLSL and Cg, and some minor assembler programming (mostly MASM).

I love learning new programming languages. I have experimented with languages such as Ruby, Io and Prolog.

Software:

I regularly use Visual Studio, Eclipse, Xcode, Adobe Flash, MS Office, OpenOffice.org, SVN, Perforce and GIMP.

I also have some experience working with SQL Server, MySQL, Blender, Milkshape 3D and SourceSafe.

Some notable middleware that I have worked with: The Unreal Development Kit, Scaleform GFX, Quazal Rendez-Vous, Ogre3D, Wwise, Bullet Physics, Box2D.

Other:

- Thesis: A mobile system for managing work shifts through Symbian OS based clients and a Windows based server environment.
- Deep understanding of object oriented software design.
- Experience with database programming and SQL.
- Network programming experience, including real-time game network programming, NAT-traversal and management of user generated content.
- Good understanding of computer hardware and architecture.

Languages

- Swedish: native language.
- Finnish, English: fluent.
- German, French: basic knowledge.

Personal information

General information:

- Born: 6.11.1984.
- Martial status: married
- Military service: served 2003-2004, Nylands brigad, rank: korpraali.

Hobbies:

- Computers and computer games, music (bassist), movies, running, swimming, snowboarding, cooking, RC helicopters and boats, home-made ROVs (remotely operated vehicles), diving, wakeboarding.

Positions of trust:

- Information Coordinator 2006, TLK – Tekniska Läroverkets Kamratförbund.

Other qualities:

- Burning passion for creating robust software.
- Social, positive personality.
- Good teamwork skills.

References

- Henrik Lönnroth, Technical Director, Digital Chocolate Inc. +358 50 551 5291, henrik.lonnroth@digitalchocolate.com
- Tommi Suvinen, Client Programming Director, Digital Chocolate Inc. +358 50 576 9298, tommi.suvinen@digitalchocolate.com