

# ANTON CHRISTOFFERSSON

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## EXPERIENCE

### Software engineer (Consultant)

#### Svenska Kraftnät (Visionite)

2024-current

Sundbyberg, Sweden

Working with Svenska kraftnäts contingency analysis tool Spica.

### Software engineer

#### Surgical Science

2022-2024

Kista, Sweden

Worked on the HelpMeSee project with AR/VR and haptics technology to develop a cataract surgery simulator for the HelpMeSee foundation, helping millions of people get their sight restored.

### Software engineer

#### SAAB - Aeronautics

2020-2022

Järfälla, Sweden

Video & Display Systems. Responsible for developing the software for displaying symbols (maps, targets) on the main display in both Gripen E/F and C/D. Acting employee ambassador 2021-2022

### Software engineer (Consultant)

#### SAAB - Avionics Systems

2019-2020

Järfälla, Sweden

Video and graphics software department. Through Talangjägarna. Developed software for simulators and head-up-displays.

## EDUCATION

### M.Sc. in Computer Science

#### Linköpings Universitet

2017 - 2019

Specialization in visualization and computer graphics

### B.Sc. in Computer Engineering

#### Luleå Tekniska Universitet

2014 - 2017

Specialization in game programming

## STRENGTHS



## LANGUAGES

Swedish



English



## PROJECTS

### Ludum Dare, Game jam

#### Own engines (Typescript/C++)

2021-2023

72 hour game jam. Submissions:  
LDJAM 59 theme "Signal". [Link](#)  
LDJAM 58 theme "Collector". [Link](#)  
LDJAM 56 theme "Tiny Creatures". [Link](#)  
MiniJam 158 theme "Shoppin". [Link](#)  
LDJAM 54 theme "Limited space". [Link](#)  
LDJAM 53 theme "Delivery". [Link](#)  
LDJAM 50 theme "Delay the inevitable". [Link](#)  
LDJAM 49 theme "Unstable". [Link](#)

### Iron Warlock

#### Unity3D(C#)

2015-2017

Second-year school group project. Developed in free time after the course finished. Received the scholarship "Sammes stiftelse" for continued development during the summer of 2016. [Facebook page](#)

### Madness of Dr.Gibson

#### Nebula Trifid(C++)

2015

Second-year horror game project created in the game engine Nebula trifid. Made together with 7 other programmers and artists. [Trailer](#)