Magnus Lööf Engine & Tools programmer

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About Me

I am an Engine & Tools programmer but I also have an interest for gameplay, graphics & audio. People describe me as someone who is hardworking and easy to collaborate with.

Skills

Software: Unity, Unreal, DirectX12, OpenGL, Perforce, GitHub Desktop, RenderDoc, ILSpy, Miro, Jira

Languages: C#, C++, HLSL, GLSL

Personal Projects

Alice Engine ⬈   02/2023 – present
- Forward+ rendering in DirectX 12 & Shader Model 6.6

Alice DAW   04/2023 – present
- Oscillator with DAHDSR envelope
- Post processing & audio effects
- Save & load functionality for oscillators, envelopes & projects

Game Projects

Fleshbound, *Lead & Gameplay Programmer* ⬈
- Character Controller
- Omnidirectional gravity
- Handled builds & Perforce Streams

Orcosmica, *Tools & Gameplay Programmer* ⬈
- Railsystem & Character Controller
- TTS Dialogue system
- Pattern Spawning Editor for bullets and enemies

Education

FutureGames, *Programmer - Engine & Tools specialization*   09/2023 – 12/2025
In Progress   Stockholm

Awards

Fleshbound ⬈   2024
Swedish Game Awards: Best Design & Best Audio
FutureGames Awards: Jury's Choice, Best Design & Best Audio

Orcosmica   2024
FutureGames Awards: Best Level Design

Languages

Swedish (Native) │ **English** (Fluent)