








Semi Asani

GAME PROGRAMMER

I am a game programming student at The Game Assembly, currently looking for an internship. The areas that I am most interested in are Gameplay and AI. I enjoy the process of making games, especially when working with people.

CONTACT

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PROFICIENCIES

- C++
- Perforce
- Agile and Scrum
- Unity
- Unreal
- CryEngine
- Flow Graph
- Python
- Social

LANGUAGES

- Swedish - Native
- English - Fluent

WORK EXPERIENCE

AI Programmer I

Cloud Imperium Games, 2023 August - Ongoing

- Worked on: Star Citizen and Squadron 42
- Working on Creature AI involving Space Cow and Whale
- Implementing and reworking features
- Implementing and reworking AI Behaviours
- Working in a interdisciplinary team

Service Technician

Mcare Sweden, 2020 - 2021

- Repaired Broken Devices
- Logistics
- Customer Service

EDUCATION

Game Programmer, 2021 - Ongoing

The Game Assembly, Higher Vocational Education

- Full time Game Programming using C++
- Worked in five different Engines - own Included
- Courses in algorithms, tools, AI, rendering, networking and other.
- Team Work
- 8 Interdisciplinary Game Projects
- Class Representative

Tech Student, 2017 - 2020

Pauliskolan, Upper Secondary School

- Programming Focus
- School Representative
- Graduated with Honors