

Contact

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Stockholm, Sweden

Languages

Swedish - Fluent

English - Fluent

German - Intermediate

Programming - Languages

C++

HLSL

C#

Technologies

DirectX 11

Dear ImGui

nlohmann JSON

glfw

Engines

 | Custom

 | Unity

Tools

 | Git & GitHub

 | Perforce

 | Premake

 | Visual Studio

 | Rider

 | RenderDoc

 | YouTrack

Software

 | Wwise

 | Pro Tools

 | Reaper

Mattias Strand

Engine, Tools & Graphics Programmer

Game programmer focused on engine systems, tools development, and graphics programming. I enjoy building robust foundations that help other developers create better games.

Education

The Game Assembly Game Programming

Aug 2024 - Apr 2027

A technically focused game programming education centered on practical implementations of game systems. Coursework covers areas such as AI, graphics, networking, and mathematics, with an emphasis on implementing systems in real-time environments.

Development began in Unity and later transitioned to extending the school's custom C++ engine in collaborative agile teams. Additional technical work included implementing volumetric fog using froxels, building an in-engine bug tracking system with a database, creating terrain painting tools for artists, and developing a material editor while transitioning the rendering pipeline to a material-based PBR workflow.

Luleå University of Technology Bachelors in Audio Engineering

Aug 2020 - June 2023

A bachelor's program combining theoretical foundations with applied audio engineering practice.

Coursework included acoustics, audio electronics, digital signal processing, recording, broadcast, film sound, mastering, and game audio, alongside scientific methodology and applied mathematics.

Bachelor's Thesis:

[Study on the audibility of distortion from True Peak levels exceeding 0 dBTP.](#)

Work Experience

Sveriges Radio Audio Engineer

Apr 2024 - Aug 2024

Audio engineer for live radio broadcasts, primarily with Ekot, Sweden's national news program. Responsible for live mixing, broadcast audio quality, and coordination with producers, reporters, and guests during time-critical news segments.

Studio Gröndahl AB

Intern - Assistant Audio Engineer

Apr 2023 - May 2023
Mar 2022 - May 2022

Completed two internships at Studio Gröndahl, a metal recording studio, working alongside renowned producer David Castillo. Assisted with recording sessions, session setup, inventory management, and studio operations.

Continue to contribute to sessions on an occasional freelance basis.