



Eric Hederstedt

RENDERING ENGINEER

ABOUT

I am studying at The Game Assembly to become a rendering engineer and I have previously done projects in plain C99 using Vulkan. I'm also a member of the Arma 3 modding community. One of my mods has an active subscriber count of 14,000 people.

SKILLS

- C
- C++
- Data-Oriented Programming/Architecture
- DirectX 12
- DirectX 11
- Vulkan
- Profiling(Intel V-Tune, PIX, NVIDIA NSight)
- Debugging(PIX, NVIDIA NSight, RenderDoc)
- Source Control(SVN, Git, Perforce)

CONTACT

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EDUCATION

The Game Assembly

Programming | 2022 - 2025

- Built several custom Game Engines
- Learned how to use D3D11 and D3D12
- Learned to work in a team(10-15 people)
- Learned how to lead a team(10 people)
- Expanded upon my knowledge of C++

LBS Kreativa Gymnasiet

Game Development | 2018-2021

- Learned C# and Unity
- Learned how to work in small teams (2-4 people)
- Learned advanced mathematics
- Learned basic Game Design

PROJECTS

TGA Project 7: "Streamer attacked by ALIENS"

Role: Rendering/Engine Engineer | Length: 4 Months

- Architected and implemented the component system
- Implemented the scene serialization
- Implementing a new well-threaded D3D12 renderer
- Implementing a threaded resource streaming system
- Implemented static global illumination
- Implemented SDF text/glyph rendering

TGA Project 6: "Spite: String of Fate"

Role: Rendering/Engine Engineer | Length: 2 Months

- Continued expanding of the D3D11 renderer
- Implemented full GPU-Particles
- Implemented additive animations

TGA Project 5: "Лаборатория (The Laboratory)"

Role: Rendering/Engine Engineer | Length: One Month

- Architected the structure of the engine
- Implemented the D3D11 renderer
- Implemented the reflection system