



Core/Graphics Programmer

Elias Böök

Passionate game developer seeking to innovate and push the boundaries of video game graphics forwards.



Contact



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Skills

- C++
- C#
- DirectX 11/12
- HLSL
- Unity
- Unreal
- Git
- Perforce
- Javascript

Languages

Swedish (Native)

English (Fluent)

Hobbies



Work Experience

• **Star Vault AB** apr. 2025 - feb. 2026

Core Programmer

Worked to improve performance during large scale battles, and insured a baseline performance during intense moments

• **Star Vault AB** sep. 2024 - apr. 2025

Programming Intern

Analysed performance and made tools to automate menial tasks

Korrö Folk Music Festival 2017 - 2025

Sound/Light engineer

I managed the lighting and sound of 2 different stages at Korrö Folkmusikfestival, once a year 1 week

She was such a good horse 2022

Programming Intern

Worked on "Into the unwell", using Unreal engine, Perforce, Visual studio. Programming in both C++ and Blueprints.

Vöfab 2018, 2019, 2020

Property caretaker (Summer job)

3 summers in a row, example of tasks: Paint fence, water plants and more...

Education



The Game Assembly 2022-2025

Game Programmer

Courses in Graphics programming, Linear algebra, Debugging and more. Developing our own game engines from scratch, and completing 8 group game projects.

Ädelfors Folkhögskola 2021-2022

Indie Game Studio

Learning about what goes into being a indie game developer, from finance to marketing.

Teknikum (Gymnasium) 2018-2021

Information and media technology

Very broad line where I specialized in software development and a bit of games programming.

Achievements



High school SM in programming 2021

At the school qualifiers I placed 5th (Top 1.8% out of all high school students), placing 25th in the finals.

Award winning UF company 2020

Together with my UF company Street Sign UF we took home first place for best pitch at Teknikum(High school), and "Innovation of the year" at a regional level.

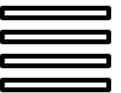
Personal Profile



In my spare time I enjoy playing video games and chatting with people from all over the world. I play the piano, the violin, and write/create music. Taking photos and climbing is something I find relaxing.

I am very loyal and stand up for my friends. I am curious and learn easily. No tasks are impossible as there is always a solution. I started programming when I was 14 years old.

Extra



Freelance 2020-2022

App Developer

Main/only programmer for a fitness focused app that is still in development. Made with React-native, Express.js, socket.io and FaunaDB

Street Sign UF (UF Company) 2019-2020

Lead programmer

We created a award winning app known as "Skylten - Sveriges Vägskyltar" winning multiple prizes on a local and regional level