# LUNA
# BARANE

*Student*

## ABOUT ME

Gameplay programmer
Passionate about playing
and making fun games.
Likes CCC and AI mostly
but also likes to dabble
in other areas of game
programming

## SKILLS

Gameplay
CCC
AI
Quick Learning
Teamwork

## LANGUAGES

Swedish - Native
English - Fluent

## CONTACT ME

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🌐 www.barane.dev

## EDUCATION

**THE GAME ASSEMBLY - 2022~2025**
HIGHER VOCATIONAL EDUCATION
- *Full Time Game Programming in C++*
- *8 Game Projects*
- *Courses in various programming areas (Algorithms, AI, Engine, Network, Tools)*

**LBS KRISTIANSTAD - 2019~2022**
HIGHER EDUCATION PREPARATORY DIPLOMA
- *Game Programming in C#*
- *2 Game Projects*

## PROFICIENCIES

**PROGRAMMING**
- C++
  - *Most recent, most comfortable language*
- C#
  - *Initial language, mostly used in Unity and Monogame*
- UNITY
  - *Have made a couple games, both for PC and Android*
- UNREAL
  - *Used during specialization but still have a lot to learn*