

Oskar Schramm

Game Programmer | Graphics Programmer



About me

I am an energetic, passionate, and driven game programmer who loves problem-solving and collaborating with others. Technical and personal development are very important to me, and I always strive to become a better version of myself.

Contact

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Skills

C++ | C#
DirectX 11 + 12
Scrum
HTML | CSS | Javascript

Tools

RenderDoc | Pix | NSight
Perforce(P4V) | GitFlow
Unity | Unreal
PhysX
FMOD
Coherent Gameface

Languages

🇸🇪 Swedish - Native
🇬🇧 English - Professional
🇵🇱 Polish - Bilingual

ACHIEVEMENTS

150,000+ Views on Youtube (GameDev Edu)
1300+ followers on LinkedIn
Winner of Princess Game Jam (*Best Graphics*)

WORK EXPERIENCE

2024-
ongoing

The GD Studio

📍 Stockholm, Sweden

Graphics Programmer - Software Engineer

- Led initiatives to improve engine performance and addressed challenging technical problems to meet project goals.
- Strengthened cross-team communication by bridging engine, design, and art departments.
- Developed and optimized low-level engine systems, including multithreaded solutions for map loading and audio, ensuring smooth performance across the project.

2023-2024

The GD Studio - Internship

📍 Stockholm, Sweden

Software Engineer Intern

- Project: Diabotical Rogue (Launched AA title with live updates)
- Took ownership of critical graphics and tooling systems to improve engine stability and iteration speed.
- Developed and optimized rendering features (postprocessing, materials, lighting) in a proprietary C++/DirectX engine.
- Fixed bugs and optimized GPU/CPU performance using RenderDoc, NSight, and PIX.

</> PROJECTS



First Person Shooter

- Explored advanced graphics techniques and improved the lighting and shading for a toon-based game.
- Further developed functionality for our game engine made in Game Project 6 using C++ and DirectX11.
- Implemented functionality for volumetric clouds during my specialization.
- Improved my skills to create user-friendly tools for the team.
- Collaborated with two outsourced audio designers from America.



Topdown Point'n'click

- Co-developed a custom C++/DirectX11 game engine
- Integrated core libraries: FMOD, PhysX, asset import tools
- Focused on graphics programming and engine systems
- Led communication across disciplines and with external audio designers (US-based)

EDUCATION

2021-2024



Advanced Higher Vocational

📍 Stockholm, Sweden

The Game Assembly

Game Programmer

- Developed professional knowledge in C++, DX11 and C#.
- Enhanced collaboration and leadership skills during 8 cross-disciplinary game projects.
- Acquired particular interest in Graphics Programming as well as low-level, optimized engine systems.

2020-2021



Military Service

📍 Halmstad, Sweden

LV6 - Air Defense

System Technician and Squad Commander

- Learned and dove deep in complex technical systems.
- Evolved as a leader and listener.
- Mastered time management and punctuality.
- Acquired the skill of consistently fulfilling my commitments.

2017-2020



High School

📍 Vaxjo, Sweden

Teknikum

Information Technology

- Committed to perfecting programming skills.
- Enhanced my knowledge in C# and Game Programming.
- Developed skills in web development using HTML and CSS.