

Lukas Ternelius

Engine programmer



Contact

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Location

Malmö, Sweden

Expertise

- C++
- C#
- Unity
- Perfoce
- DirectX
- HLSL

Language

- Swedish (Native)
- English (Fluent)

About

My name is Lukas Ternelius and I'm a game programmer with preference for engine/graphics.

I'm studying game-development at The Game Assembly in Malmö.

I'm currently looking for an internship as part of my studies during the period:

September 2nd to 11th of April 2025.

Education

Törnströmska Gymnasium:

- 3D graphics and animation (2016-2018)

Blekinge Institute of Technology:

- Technical base year (2018-2019)

Luleå technical university:

- (Unfinished)Aerospace engineer (2019-2021)
- Volunteer at student organization

The Game Assembly:

- Game programmer (2022-Present)
- Rookie award 2023 "Best Mobile Game"

Hobbies

- History enthusiast
- Motorcyclist
- Sailor