Adam Palmkvist_

Game Programmer

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PROFILE

Game development student at Luleå University of Technology, focused on gameplay systems and performance. Led the team behind Line Out, built its rope physics and took 4-player games from 40 to 90 fps. Building my own C++ engine with a DirectX 12 renderer on the side. Looking for a gameplay or systems programming internship from January 2027.

GAME PROJECTS

Line Out · Sammes stiftelse, Skellefteå 2025–2026

A co-op dogsledding game made by a team of 4–6, started in spring 2025 and mostly built during a three-month programme in summer 2026. Led the team and built the core gameplay: the sled, rope physics, dogs and traps. Optimised the rope physics, taking 4-player games from 40 to 90 fps. Also did game design and VFX. Strong feedback from players, including Arrowhead co-founder Johan Pilestedt.

Godot · C#

SteamWand · C++ game engine 2026–ongoing

A modular, data-driven engine built around DCS (Dynamic Component System), my alternative to ECS: per-type slabs inside nestable Worlds, reached through typed, generation-checked handles. Early DirectX 12 renderer.

C++ · DirectX 12 · HLSL

Vacuform · university game project, team of 30 2026

A couch co-op game made in six weeks. Built the core cleaning system (a render-target mask driving GPU vertex displacement) and the cleaning API the rest of the team built their features on.

Unreal Engine 5.4 · AngelScript

COMMUNITIES & VENTURES

PulseLead · founder, web platform 2022–2023

Founded a crypto leaderboard that reached over 50,000 unique visitors in about three weeks. Led product and marketing, brought the blockchain know-how the outsourced developer built on, and worked with a front-end developer on the styling.

Allied Roleplay · Garry's Mod server 2019

Co-ran one of the largest ArmyRP servers and wrote its gameplay scripts in Lua. Featured in YouTube series with millions of views.

EDUCATION

BSc Game Development 2024–2027

Luleå University of Technology (ongoing)

Tekniskt basår 2018–2019

Mathematics, physics and engineering foundations

SKILLS

Programming	C++, C#, Lua
Engines	Unreal Engine, Godot
Graphics	DirectX 12, HLSL
Focus	Gameplay systems, game mathematics, systems programming
Languages	Swedish, English

WORK EXPERIENCE

Construction and fibre installation 2023