Anton Tegnelöv

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# $\overline{\text{CV}}$

### **Work Experience**

### 2022 Aug-Present Founder, CEO and Software Engineer Parabel Game Studio

Developed a game from scratch together with a colleague and founded a company to distribute the game. Primarily worked on system design and implementation of interconnected systems in the technically complex game. Designed and developed websites related to the game and game studio, including a site where a demo version of the game is playable directly on the website. <a href="mailto:parabelgamestudio.com/game">parabelgamestudio.com/game</a>

2016 Jun-Aug Summer Job Swedish Church

Worked in accounting before starting my engineering studies.

2015 Nov-Dec Caretaker Swedish Church

Worked as a caretaker before traveling and living in the French Alps.

2015 Apr-Aug Engineering Consultant – Midroc, Forsmark

Consultant at Midroc, contracted as a technical administrator at the engineering office of Forsmark Kraftgrupp AB (nuclear power plant). Primarily responsible for compiling technical documentation for procurement.

2014 Sep-Dec Engineering Intern – Forsmark Kraftgrupp AB

Worked at the technical office at Forsmark Kraftgrupp AB (nuclear power plant) through the "Tekniksprånget" internship program. Primarily focused on creating a guide for the construction process.

#### **Education**

Uppsala
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## **Programming skills**

#### Languages

Python, C++, Javascript, CSS, GDscript, Rust **Technologies** 

Git, WASM, React, NEXT.js, Tailwind, Godot

#### Etc

- Holds a Category B driver's license.
- I organized the student event Polhacks for over 400 participants in 2017. It was a LAN party for students where I was in charge of tournaments and managed around 20 volunteers. The event was organized by UTN (Uppsala Union of Engineering and Science Students).