

Timothy Lennryd CV

Programming experience

2023, 08

I started working on **my own website**.

Timothy Lennryd - My Game Development Journal, combining Wordpress and my own code to create its style.

I published it 2024, june 9th finally, under my own domain.

<https://www.alyxes.se/>

I like colourful stuff more than monochromy.

2023, 06

I made a zoo app in **Windows Forms** as a school assignment.

I use the same form/window to show five different animals' visiting grounds.

Giving the form's attributes new colours, texts and images at opening depending on which button is used to open it give the feeling that it's five different windows, one for each animal.

One can reach animal info both from the start window and from each animal's visiting ground.

One can also create new visitors, with name, age, favourite animal and so on.

If a field is left unfilled it is randomized when pressing the create-button.

It's using many lists. Animals, visitors and employees.

2023, 04

C# game project, Treasure Cave.

A text-based game about looting a cave full of monsters.

Characters with different stats are recruitable, to build a party of warriors to use when entering the cave.

A graphic interface is created with symbols, depicting the cave room the player is currently in as a grid with blue walls. The player can walk around in the cave and randomly encounter monsters, treasure and paths to new rooms.

I learned to use class inheritance through this project.

I'm working on making this game more advanced, and eventually it would be fun to release it as an app on android.

2016-2023

Javascript game project, Teradoña and the Caves of Nevermind.

Worked a lot with my brother on this.

An isometric puzzle and platforming game with single screen levels with multiple exits.

Tons of mechanisms such as different kinds of switch buttons, timers, disappearing platforms, pushable blocks and monsters, flammable blocks, fire spreading, exploding blocks, growing snake blocks, gas and spikes.

Over a hundred levels designed, a lot more including test levels.

The reason it's been going on for so long is that there has been so much added over the years, and no real deadline has ever needed to be set since it's a spare time project. It has also become slow because javascript isn't fast enough for the game's complexity anymore, so we've been looking for ways around it for a long time.

It's obvious now that we need to remake it in another language, and we're choosing C#.

I've learned so much about programming games during these years.

2014-2015

Javascript game for Wii U, Guac' A Mole.

Made possible through something called the Nintendo Web Framework, allowing all developers, big and small to borrow (but not forever) a developer kit and make games for Wii U using html5 and javascript.

My brother and I joined as soon as we could. This was the time when I learned to program.

Guac' A Mole was a simple game with a simple twist.

It was made to utilize the Wii U motion controller as a steering wheel, controlling the rotation of a planet. Thereby aligning the moles emerging from the planet with the asteroids tumbling down at it.

Score for smashing a mole, and for not getting hit by an asteroid. And then it accelerated.

The game is 90% graphics... Pretty dazzling if I say so myself. I made all of the visuals, and a lot of the logic, testing and functionality.

Learned a lot, mostly about rotating, scaling, randomizing objects, alpha and creating motion in the visuals, but not only.

It was released in april, 2015. But the cost to get age ratings made us choose to let it stay within Europe, which might have been a mistake economically.

Programming language knowledge

Javascript

I have used this **since 2013**, and only since 2023 have I paused my use of it for the benefit of learning new languages.

Drawing on **canvas** is so easy it has become my weak spot. Languages where graphical output isn't built in is a bit terrifying to me.

Javascript taught me to code. To create functions, to build nested if-statements, to create objects and handle lists, and so on.

Knowing and using javascript for so long almost made upgrading to C# a breeze.

C#

During **2023** I studied C# to finally make the move to a powerful programming language.

I've learned object orientation, classes and class inheritance, methods and the intricacies of using lists and objects as their arguments.

I'm using **Visual Studio** (2022). I've dabbled in **Windows Forms**.

Web

HTML5 and CSS3.

I learned the basics back in 2013, but quickly adapted to use only javascript.

In **2023** I have relearned it and remembers how much I detest css and why.

Fun to use for my own website and finding great examples that helps me do the things I want. But this is not the language that made me love programming...

C++

I studied it in the **spring, 2017**, and only used it a bit that year.

I can't say that I remember the functions anymore, but it taught me to use statically typed variable types.

Other skills

I have been drawing since I was a little kid, so I'm pretty good at that. I have made comics, illustrations and graphics for games.

I've been using physical media such as pencils and markers, a little bit of brushes and paint a long time ago. I then scan it and digitally enhance it if needed.

Photoshop is what I've been using over the years, to retouch art, cut and adapt graphics to games, but also for some pixel art.

Recently I bought a Wacom pen tablet to start making art digital directly, but haven't had a lot of time to draw yet, since studies and children are imminent.

I'm a social guy with lots of humor. I prefer to spread a good vibe in a workplace and a team, rather than compete and/or undermine my coworkers.

Having worked a lot by myself has conditioned me for that, but teamwork is better. And I have no problem of being the king or the pawn in a project, it should depend on the task and each person's strengths.

I'm a perfectionist that has to curb my ambitions constantly to finish stuff. I love to do a good job, but sometimes I have too high expectations on myself.

Profile

My goal is to be self-employed and work with video games. But I know that is a hard path to make a living by.

In order to make a living, I hope to find a workplace where I feel that my coding skills can grow and my creative side will have a place, even if a small one.

I would wish to be more involved than just checking a list someone else gives me. I have many years experience of working on all sides of a (game) project.

Hopefully I will have colleagues with whom I will vibe, chill people with quirky interests and a welcoming attitude.

I will soon be forty years old. That data will require updating my CV regularly, but that's probably something one should do anyway.

I'm a father of two. A boy and a girl. I live with my little family in a small city, and a pretty small apartment. Not insanelly small.

I have a cat living at my mother's that I wish to take back home to us eventually, but he (the cat) is fond of the space on the countryside. I'm not sure how that info will convince anyone to hire me... But if I knew exactly what to write to make that happen I guess I wouldn't be unemployed.

I love the Zelda game series, and Mario games. I wish to broaden my gaming again (played a lot more different games in my younger days), but time for gaming is harder to cut out these days.

Exploration, or the freedom to roam, is a big hook for me in games, so the later two Zelda games have really hit jackpot for me.

That's also something I would love to have in games I make. But a big world requires a lot of work, and small indie projects need to be small in size even if they have big ideas. Not that they always do.

Even if I like retro styles in games I don't think the game mechanisms should be so retro they're obsolete. It can look old but feel fresh.

Miscellaneous

- I do not smoke.
- I drink coffee. Tea also if it's all there is.
- I don't have a car, or a license to drive one. But I have trained for it some and am able to make one move about.
It is reasonable to assume that I will have a license in the future.
I plan to, just not at any specific time for the moment.
- I have a bike, and I'm not afraid to use it.

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