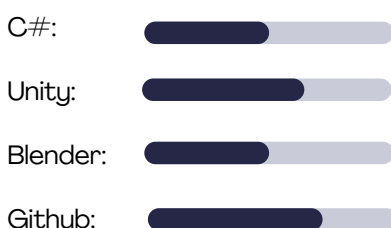# Pontus Hogler
XR Developer

Hello, I'm Pontus — studying Virtual Reality development at Nackademin. Currently looking for an internship.
Im really passionate about art, technology and video games.

I've been working with C#, Unity, Blender (3d modelling, sculpting and animation. Recent projects can be found below.

Skills:

C#:
Unity:
Blender:
Github:

Contact:

- +46730894649
- Stockholm, Sweden
- github.com/pontunity
- pontushogler.dev
- linkedin.com/in/pontushogler

Languages:

Swedish:
English:

Keywords:

- Teamplayer
- Problemsolver
- Driven
- Design Oriented

Current:

Present & Ongoing
(2021-2023)

Nackademin

Studying - XR Developer

During my time: I have worked alone and with others in group projects where several projects would include programming, design and sounds. Mostly Unity and Blender and C#.
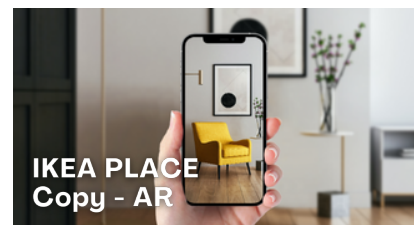
Recent Projects:

Shooting Range - VR

A realistic shooting range map where the goal is to finish the map with the highest amount of score you get. The points system is based on how quickly you finish the map.

Techs: C#, Unity, Blender

IKEA PLACE Copy - AR

An application that lets you virtually place your furnishings in place with the right true to scale so you can make sure it's just the right size and fits well in your desired area.

Techs: C#, Unity, Blender

Education:

Present & Ongoing (2022)
Nackademin
Studying - XR Developer

2013 - 2016
JENSEN Gymnasium
Handel & Administration