Jonathan Dell'Ova

Real-Time Software Engineer

Ambitious and curious **game and software engineer** that strives for finding **efficient, dynamic, and creative** software solutions for developing efficient real-time systems. Extensive **C++ experience** with strong knowledge of **performant low-level programming** from several custom engine development projects.

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PROGRAMMING LANGUAGES

- C++
- C
- Lua
- Python
- HLSL
- Assembly (Intel)

RELEVANT SKILLS

- DirectX 11/12
- Profiler Driven GPU and CPU Optimization
- Multiprocessor Programming
- Source Control (Git)
- Agile/SCRUM
- Tool Development
- Real-time scripting (Lua)

RELEVANT COURSEWORK

- Operating Systems
- Datastructures & Algorithms
- Mathematical Statistics
- Visualization
- Applied Artificial Intelligence
- Leadership & Organization in Knowledge Intensive Work

LANGUAGES

- Swedish (Native)
- English (C2 Level)
- Italian (A2 Level)

EDUCATIONAL BACKGROUND

Master of Science in Engineering: Game and Software Engineering
Blekinge Institute of Technology | Aug 2020 - Jun 2025

Bachelor's Programme in Physics
Uppsala University | Sep 2018 - Oct 2019

PROJECTS

Tinker Tails - Custom Rendering Engine
SCRUM Master & Lead Rendering Programmer | Aug 2024 - Dec 2024

- Led team of 12 developers as SCRUM master with daily standups and bi-weekly stakeholder presentations
- Built threaded shader hot-reloading system which enabled real-time shader programming and tremendously sped up shader debugging
- Developed a flexible DirectX 11 rendering system from scratch that contained toggleable render features and debugging tools through custom UI to easier locate and fix complex bugs

Master Thesis Project - Novel DDGI Solution in DirectX 12
Solo Developer | Jan 2025 - Sep 2025

- Implemented a novel dynamic diffuse global illumination technique called Radiance Cascades in 3D with DX12 raytracing
- Built a performance profiler and automated testing system for GPU work to gather and analyze performance data efficiently
- Created real-time debug visualization tools to better identify bugs and ensure accuracy in implementation throughout the development process

Course Project - Game Progression Database CLI Tool
Solo Developer | Apr 2023

- Designed MySQL CLI tool in Python with UX following industry standard usage patterns
- Implemented color-coded outputs and actionable error handling
- Modular back-end API for seamlessly adding different commands