

Felix Tabar

Contact

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Education

PlaygroundSquad - Programming
Falun, 2024 – 2027

Falu Frigymnasium – Technology
Programme
Falun, 2021 – 2024

Internationella Engelska Skolan
Falun, 2015 – 2021

Languages

English

Spoken, written and read fluently. I have passed a Cambridge exam at C2 level.

Swedish (Native)

Spoken, written and read fluently.

Programming Languages

C++

C#

HLSL

Blueprints

GScript

Javascript

Profile

My name is Felix Tabar, I study Game Programming at PlaygroundSquad in Falun, Sweden.

I have worked on various games in C++, C# and Blueprints for Windows and PlayStation 5.

Projects

Project Echo

Worked with a primary focus on writing shaders using HLSL.

Entropy

Worked as Lead Programmer, with a primary focus on the players main tool and projectiles.

This game was awarded New Talent Game of the Year and Best Visuals at the Swedish Game Awards 2025.

It was also nominated for Best Technology and Gamer's Choice.

Final Blaze

Worked as Lead Programmer, with a primary focus on scene management, saving and loading.

