



Dino Zvonar

SOFTWARE ENGINEER

About Me

I am a passionate and ambitious software engineer situated in Malmö, Sweden.

During my time as a software engineer working on Battlefield 6 at EA DICE in Stockholm I worked with debugging, buggfixing and optimizing systems ranging from gameplay related systems to low level engine systems in Frostbite. I also worked on developing and updating internal tooling using WPF, Powershell and HTML tooling using C++, C#, Javascript and SQL.

Work Experience

Handelsbanken

COBOL Developer

09/2025 - now

- Worked as a COBOL developer on the Cross Border Payments team
- Worked with both SQL and XML

DICE (EA Digital Illusions CE AB)

Software Engineer

04/2025 - 08/2025

- Worked on Battlefield 6 as a part of the KeepGreen team
- Worked on debugging, identifying and stopping critical build issues and bugs in our C++ codebase to ensure stable builds and tests
- Developed internal tooling to monitor builds using CSS, Javascript, HTML and SQL

Software Engineer Intern

09/2024 - 04/2025

- Worked on Battlefield 6 as a part of the Core Systems team.
- Developed new tooling using WPF, working with both C# and C++ code
- Worked with buggfixing and optimization in both the Frostbite Engine and Battlefield 6
- Worked with multiple asynchronous codebases

Education

The Game Assembly

Game Programmer

08/2022 - 04/2025

- C++ Programming
- Agile & Scrum development
- Courses in design patterns, tools, rendering, linear algebra, network programming and more
- 8 Group Game Projects
- Developed a Game Engine from scratch using C++ and DX11

LBS

Game Development

08/2019 - 06/2022

- C# Programming in both .Net and Unity