









Curriculum vitae

Gameplay Programmer

Personal Info

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Skills

- Unreal Engine
- C++
- Unity
- C#
- Git
- Perforce
- Scrum

Languages

- Swedish
- English

Education

- sep 2023 - dec 2025 **Game Programmer**
Futuregames, Malmö
Higher Vocational Education with a focus on game development. I am specializing in Gameplay programming using Unreal Engine and Unity as my tools.
- aug 2021 - jun 2023 **IOT-Developer**
KYH, Malmö
Higher Vocation Education. I learned general software engineering. Fullstack development.
- aug 2017 - jun 2018 **Technical College Graduate**
NTI-Gymnasiet, Lund
Graduated in Software Design.

Work Experience

- jan 2023 - maj 2023 **Internship**
Sensative, Lund
Software developer intern working where I got to work on decoding different types of IOT-devices using Javascript.
- jun 2020 - sep 2020 **Warehouse Worker**
BOOZT, Ängelholm/Landskrona
Summerjob with a lot of heavy lifting. Very physical job.

Game Developer

- Unreal Engine**
The majority of my education at Futuregames I have been developing using UE5. From courses to game projects, Unreal Engine is the engine I am most familiar with. I mainly code in C++, but blueprints are useful too.
- Unity**
Was the first engine I put my hands on. I have a lot of hours in Unity as well, where two game projects were made with Unity scripting in C#.
- Working with a team**
During my education at Futuregames I have been in 4 different game projects, working along with a team from 11 to 17 people. Collaborating with different disciplines to create a game together is challenging, but using strategies like SCRUM and tools like Perforce, the projects were always successful.