



## 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.