



# ANTONIO ACKALIN

— GAME PROGRAMMER

- 📍 Sweden, Karlshamn
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- 🌐 [Portfolio](#) [LinkedIn](#)

## PROFILE

Proficient and efficient game developer with programming as main profession. Look up high-spirited and meticulous and you'll find a picture of me! My main interests lies in bringing an idea to a full-fledged feature and enhancing the player's experience. In my free time, I love to occupy myself with creative hobbies such as drawing, writing and music making.

## PROGRAMMING

- C#
- C++

## TOOLS

- Unity 6
- Unreal Engine 5
- Github

## OTHER SKILLS

- Game Design
- Sound Design
- Music Composition
- Writing

## LANGUAGES

- Swedish (Fluent)
- English (Fluent)

## REFERENCE

**Andreas Beijer**

Creative Director | Thunderful

Email : andreas.beijer@thunderfulgames.com

## JOB EXPERIENCE

### THUNDERFUL DEVELOPMENT AB

● **Programmer & Designer** 2022-2024  
Undisclosed Prototype

- Sole programmer tasked to prototype a fun gameplay out of an idea
- Rapid prototyping in early stages. Designing features and mechanics for several of the game's systems
- Implementations of the story through Cutscenes, Dialogue and Questline systems.
- Tweaking and balancing values for best game feel through an iterative process

● **Junior Programmer** 2021-2022  
Steamworld Build

- Interned as Junior Programmer and later hired at Thunderful
- Implemented several gameplay features. Features used serializable data that could be saved and loaded.
- Constantly tested implementations and fixes on devkit
- Developed level editor tools for designers, used through the Unity Editor

## EDUCATION

- 2025 **ETU** Entrepreneurship
- 2024 **BE LICENSED** Audio Engineering
- 2019-2021 **FUTUREGAMES** Game Programmer
- 2016-2019 **UPPSALA UNIVERSITET** Game Design & Programming
- 2013-2016 **ÖSTRA GYMNASIET** Informations- och Medieteknik