



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.

JOB EXPERIENCE

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

THUNDERFUL DEVELOPMENT AB

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|--|------------------|
| ● 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

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| ● 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 |