





ANTONIO ACKALIN

PROGRAMMER




Proficient and **efficient** game developer with **programming** as main profession. Look up **high-spirited** and **meticulous** and you'll find a picture of me.

Skills






Programming

C# 
C++ 







Web Programming

HTML5 
CSS3 
JavaScript 

Other Skills

Game Design 
Sound Design 
Music Composition 
Video Editing 
Writing 



Software

Unity 
Unreal Engine 
Photoshop 
Illustrator 
FL Studio 
VEGAS Pro 



Languages

Swedish **English**
Native Fluent

Personal information

 Januray 18, 1997
 Stockholm, Sweden

Contact

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 fire Shadows.github.io/AntonioAckalin

Education

- 2013 - 2016**
Informations- och Medieteknik
Östra Gymnasiet, Skogås
Learned programming & digital editing tools.
- 2016 - 2019**
Game Design and Programming
Uppsala Universitet, Visby
Practiced game design & game development.
Exhibited projects in Gotland Game Conference 2017 and 2018.
- 2019 - 2021**
Game Programmer
Futuregames, Stockholm
Further studies in programming and participated in multiple projects.

Project Experience

- Uppsala Universitet**
2017, 7 weeks
RIM RAM RUM | Unity
Programmer, Level Designer
- Uppsala Universitet**
2018, 7 weeks
Agraria | Unity
Programmer, Level Designer, Musician
- Uppsala Universitet**
2018, 5 weeks
Ambiverse | Unity
Programmer, Designer
- Futuregames**
2019, 2 weeks
Hammer Hermit | Unity
Programmer, Sound Designer, Musician
- Futuregames**
2020, 4 weeks
Junkhill Drifters | Unreal Engine
Programmer
- Futuregames**
2020, 7 weeks
Transient | Unity
Programmer, Sound Designer, Musician, Writer
- Futuregames**
2020, 4 weeks
Hellish | Unreal Engine
Programmer, Musician