





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 (Subpar - Proficient)

Programming

C# 
C++ 

Other Skills

Game Design 
Sound Design 
Music Composition 
Writing 

Software

Unity 
Unreal Engine 
Photoshop 
FL Studio 

Languages

Swedish **English**
Native Fluent

Contact

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👤 fire Shadows.github.io/AntonioAckalin
🐦 @Firreskuggan

References

Andreas Beijer

Senior Design Manager | Thunderful
✉ andreas.beijer@thunderfulgame
s.com

Tobias Kärrman

Tech Director | Thunderful
✉ tobias.karrman@thunderfulgame
s.com

Project Experience

**Thunderful
Development**
2022, 1 year

Undisclosed Prototype | Unity
Programmer, Designer, Level Designer

**Thunderful
Development**
2021, 1.5 years

Steamworld Build | Unity
Junior Programmer

Futuregames
2020, 7 weeks

Transient | Unity
Programmer, Sound Designer, Musician,
Writer

Futuregames
2020, 4 weeks

Junkhill Drifters | Unreal Engine
Programmer

Futuregames
2019, 2 weeks

Hammer Hermit | Unity
Programmer, Sound Designer, Musician

**Uppsala
Universitet**
2018, 5 weeks

Ambiverse | Unity
Programmer, Designer

**Uppsala
Universitet**
2018, 7 weeks

Agraria | Unity
Programmer, Level Designer, Musician

**Uppsala
Universitet**
2017, 7 weeks

RIM RAM RUM | Unity
Programmer, Level Designer

Education

● 2019 - 2021

Game Programmer

Futuregames, Stockholm
Further studies in programming and
participated in multiple projects.

● 2016 - 2019

Game Design and Programming

Uppsala Universitet, Visby
Practiced game design & game development.
Exhibited projects in Gotland Game
Conference 2017 and 2018.

● 2013 - 2016

Informations- och Medieteknik

Östra Gymnasiet, Skogås
Learned programming & digital editing tools.