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.
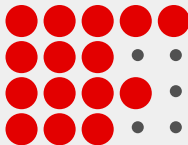
Skills

Programming

C#
C++

Other Skills

Game Design
Sound Design
Music Composition
Writing

Software

Unity
Unreal Engine
Photoshop
FL Studio

Languages

Swedish **English**
Native   Fluent

References

Andreas Beijer
Senior Design Manager | Thunderful
✉ andreas.beijer@thunderfulgames.com

Tobias Kärrman
Technical Director | Thunderful
✉ tobias.karrman@thunderfulgames.com

Contact

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🐦 @Firreskuggan

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.