

Filip Salomonsson

Game Programmer

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<https://github.com/Gankare/portfolio>



Work experience

Commercial worker, Gekås Ullared
Jun 2023 – Agu 2023 &
Jun 2024 – Agu 2024 | Ullared

Steel fitter, ABC Ventilationsprodukter AB
2023 – 2023 | Borås, Sweden

Cable machine operator and truckdriver,
Speed Group
2021 – 2022 | Borås, Sweden

Projects

Starlitseas, Lead Programmer, Level designer, Gameplay programmer
Unreal 5 – 2024
• A Solo, Firstperson, Parkour Speedrunner, made with blueprints (visual scripting).

Spellslingers, UI programmer/Designer
Unity – 2023
• A local multiplayer, arena battling, spellcasting, controller game, made with C# Visual Studio.

More projects in Portfolio

Education

Yrgo, Game Creator Programmer
2023 – 2025 | Göteborg

Sven Eriksonsgymnasiet, Certified upper secondary school engineer, Design and product development
2020 – 2021 | Borås

LBS Kreativa Gymnasiet, Game development, Programmer
2027 – 2020 | Borås

Skills

- Unreal Engine 5
- Visual scripting
- Unity
- C#
- Firebase