

My broad experience across programming, design, and production allows me to take on multiple roles and adapt to different stages of game development.

Technical Skills

Programming Languages:

C#
C++
Python
Kotlin

Game Engines:

Unreal Engine (3 years)
Unity (6 years)

Multiplayer

Game Design

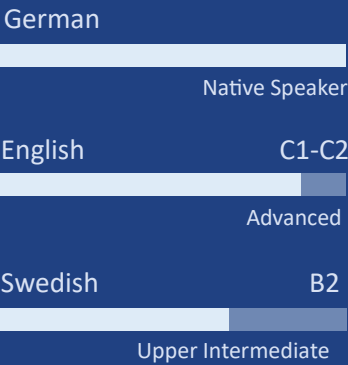
Art (basic knowledge):

Blender
Substance Painter
Substance Designer

Soft Skills

Team Leadership
Problem solving skills
Organizational Talent

Languages



Work Experience

Unreal Engine Game Developer

Timeless Toucan – USA, Remote

Project: *Unannounced Project*

01/2026 – Present

- **Multiplayer:** Implemented the foundation for online co-op multiplayer.
- **GAS:** Created with GAS a diverse skillset for players and tools, that have different effects on environmental objects.
- **Core game:** Implemented the foundation of the core gameplay systems.

Unreal Engine Game Developer

Moon Flame Games, own company – Ramsjö, Sweden

Project: *Hexavale*, *Magical Harvest*

01/2022 – Present

- **Full-Stack development:** Created games from start to playable, polished demos.
- **Editor Tools:** Developed editor tools to streamline content implementation, demonstrating problem-solving abilities.
- **Performance Optimization:** Guaranteed good performance, using GPU and CPU profiling tools.
- **Art and Technical Expertise:** Created and integrated stylized 3D-models, 2D-art and gained knowledge in creating efficient shaders and technical art.
- **Team Leadership & Production:** Led a small team of art-interns, adhering to SCRUM principles, while managing organizational and production aspects of the development.

Unreal Engine Game Developer

Studio Northshade – Gothenburg, Sweden, Remote - Freelance

Project: *Desert Flower*

10/2024 – 01/2026

- **Performance Optimization:** Improved existing procedural runtime plant generation performance by 30%.
- **Editor Tools:** Developed designer-friendly editor tools for level design and data handling.
- **Game Systems:** Implemented a.o. player Abilities, UI, interactive world objects.
- **Game & Level Design:** Designed game mechanics and level while using Level Design related techniques for guiding the player through the world.

Hobbies

Playing Games

Developing Games

Cats

Hiking in nature

Favorite Genres

RPGs

MMORPGs

Farming Games

Rogue Like

City Builder

Unreal Engine Game Developer

Glimeria Studios – Stockholm, Sweden, Remote

Project: [Karma & Jonar](#)

01/2025 – 06/2025

- **Core Framework, Multiplayer:** Engineered a full-scale prototype architecture from scratch for online-multiplayer coop.
- **NPC-AI:** Custom NPC artificial intelligence that can be used for different action-stages or cutscenes.
- **Command Pattern Events:** Implementing a tool, based on the command pattern to play in-game-events, which can be setup designer-friendly in the engine.

2D Unity Game Programmer, Mobile

Gate to the Games, Sülzetal, Germany, Remote – Freelance

Project: [Neverrift](#)

09/2023 – 12/2023

- **Feature Implementation:** Developed an in-game log for a round-based strategy 2D trading card game in Unity, targeted for mobile platforms.
- **Code Improvement:** Improved and refactored existing codebase, enhancing performance and maintainability.
- **Multiplayer Basics:** Learned and began implementing multiplayer features using Photon, acquiring foundational knowledge in network programming.
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2D Unity Game Programmer, Mobile

Cold Theatre Studios, Spelkollektivet, Sweden

Project: **The Dark Market – An Idle Horror Story**

08/2021 – 10/2022

- **Game Logic Implementation:** Developed the core logic for a 2D narrative idle clicker game in Unity, targeted for mobile platforms. Key features included idle mechanic, quest system, crafting mechanics, and achievements.
- **Analytics and Advertisement:** Gained experience with Unity Analytics and implemented in-game advertisements.
- **Maintenance:** Managed and maintained the game on Google Play.

Education

The Indie Quest

Spelkollektivet, Väckelsång, Sweden

Focus on skill improvements in Unity, C# and basics of Art (2D, 3D)

01/2022 – 06/2023

Game Development, BS

Wilhelm-Büchner-Hochschule, Darmstadt, Germany

11/2018 – 03/2021