

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

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## 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

German



Native Speaker

English

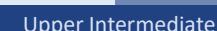
C1-C2



Advanced

Swedish

B2



Upper Intermediate

## 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