# Isa Hellström

Senior Unity Programmer
Portfolio-Webpage

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Isa Hellström

**Application as Senior Unity Programmer**

Dear *Happy Volcano* Team,

I am excited to apply for the position as Senior Unity Developer.
Playing automation games is from time to time on my list (*Factorio*, *Satisfactory*, *Shapez 2*), so I'm heavily interested in this position!

In my role as sole programmer at Moon Flame Games, I managed the development of a farming game using Unity and later transitioned it to Unreal Engine. This experience showcases my proficiency in both C# and C++ as well as my hands-on expertise with Unity and Unreal Engine.

I led a small team of art interns, demonstrating my leadership skills by following SCRUM principles, while simultaneously working as the game's producer and programmer. This role provided me with comprehensive knowledge of various stages in a game's development lifecycle, including performance optimizations.

Prior to this, I worked as a programmer on several Unity projects, including both 2D and 3D environments. My experience encompasses implementing features for mobile platforms, as well as developing multiplayer and VR experiences.

I have experience in writing Editor Tools in Unity and I know how to identify and resolve performance issues, while I also maintain a good and structured code. Scriptable Objects are gods in Unity!

I see myself as an intrinsic motivated person with a deep understanding of work management, organization, and team leadership. My strengths lie in problem-solving, coordination, and maintaining a well-organized and structured workflow. As a fast learner, it is easy for me to learn new skills and adapt to new situations and requirements. In a team, I value honesty and being nice to each other, while also being able to give and handle constructive feedback.

Thank you for considering my application. I am excited about the opportunity to discuss how I can contribute to your team and look forward to the possibility of talking to you.

Sincerely,

Isa Hellström