

Isa Hellström

Programmer
Portfolio-Webpage





Intrinsically motivated game programmer with expertise in Unity and Unreal Engine, proficient in C# and C++. Combines technical expertise with artistic creativity in areas such as technical art, and stylized 3D art. Demonstrates strong leadership, organizational and team management abilities.

+46 73 4911485

isahellstroem@gmail.com

827 76 Ramsjö, SE

[Isa Hellström](#)



Technical Skills

Programming Languages:

- C# (6 years)
- C++ (2 years)
- Python (basics)
- Kotlin (basics)

Object Oriented Programming

Game Engines:

- Unity (6 years)
- Unreal Engine (1+ year)

Multiplayer (basics)

Game Design

Art (basic knowledge):

- Blender
- Substance Painter
- Substance Designer

Side Skills

Team Leading

SCRUM

Git

Jet Brains Rider

Languages

German

Native Speaker

English

C1-C2

Advanced+

Swedish

B1

Intermediate

Work Experience

Unreal Engine Game Developer

Studio Northshade – Gothenburg, Sweden, Remote - Freelance

Project: [Desert Flower](#)

11/2024 – Present

- **Blueprint focus:** Implemented and improved features with a focus on blueprint-usage, e.g. procedural mesh generation, player-skills.
- **Editor Tools:** Developed editor tools to streamline content and asset implementation.

3D Unity & Unreal Game Developer, Producer, CEO

Moon Flame Games – Ramsjö, Sweden

Project: [Magical Harvest](#), [Noms Adventure](#)

01/2022 – Present

- **Cross-Engine Development:** Started with Unity and transitioned the project to Unreal Engine, implementing features such as inventory management, decoration system, world-interactions, dialogue system, basic NPC AI behavior, UI-Elements, character customization, translation and save file handling using C# and C++.
- **Editor Tools:** Developed editor tools to streamline content implementation, demonstrating problem-solving abilities.
- **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.

○

2D Unity Game Programmer, Mobile

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

Project: [Neverriff](#)

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.

Hobbies

Playing Games

Developing Games

Cats

Hiking in nature

Favorite Genres

RPGs

MMORPGs

Farming Games

Rogue Like

City Builder

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.

3D Unity Game Programmer

Eek! Games LLC, Beaverton, USA, Remote

Project: ***House Party***

05/2021 – 07/2021

- **Bug Fixing:** Searched for and resolved bugs, following bug-resolving standards.
- **Code Adaptation:** Adapted to an existing large codebase and adhered to coding guidelines.

VR-Unity Game Programmer (Internship)

Living Brain, Heidelberg, Germany

Project: ***teora mind***

05/2020 – 10/2020

- **Mini-Game Implementation:** Developed mini-games in an Unity VR-environment for medical software used in cognitive training.
- **Physics Implementation:** Focused on the realistic physics behavior of game objects.
- **Quality Management:** Learned about Quality Management in this specific industry, while following SCRUM principles.

Education

The Indie Quest

Spelkollektivet, Väckelsång, Sweden

01/2022 – 06/2023

Certificate 3D Game Developer

SGD, Darmstadt, Germany

04/2020

Game Development, BS

Wilhelm-Büchner-Hochschule, Darmstadt, Germany

11/2018 – 03/2021