

Mateusz Salaga

Video Game Programmer



Malmö, Sweden



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Profile

I'm Mateusz Salaga, a video game programmer from Sweden ready to work and learn in various aspects of video game development.

Internships

- Clifftop Games

Generalist Programmer

September 2023 - April 2024

- Worked on Project III (Unreleased) - pixel art point and click made in Unity
- Gameplay, Debugging, Tools, UI

Education

- The Game Assembly (TGA), Malmö

Higher vocational education, Game Programming

August 2021 - April 2024

- 15 Courses, including: C++, Design Patterns, AI, Procedural Generation, Tools
- Developed 8 fully fledged video games in multidisciplinary teams of up to 22 people.

- Cybergymnasiet, Malmö

Upper secondary school, Information and Media Technology

August 2018 - June 2021

- Java Programming
- HTML, CSS

Links

[Portfolio](#)

[LinkedIn](#)

[GitHub](#)

Skills

C++

C#

Unity

Unreal Engine

Perforce

Agile and Scrum

Languages

English - Fluent

Swedish - Fluent

Polish - Native