

# MATTIAS ÅSTRÖM

## Game Programmer

### CONTACT

**Location:**

Stockholm, Sweden.

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**Portfolio:**

[MattiasAstrom.github.io](https://github.com/MattiasAstrom)

**LinkedIn:**

[www.linkedin.com/in/mattias-åström](https://www.linkedin.com/in/mattias-åström)

### SKILLS

**Languages:**

C++

C#

Json

**Game Engines:**

Unity

Unreal

The Game Assembly In-house Engine

**IDEs:**

Visual Studio

Rider

**Version Control:**

Perforce (P4V)

GitKraken

Fork

**Agile Development tools:**

Scrum

**APIs:**

DirectX 11

PhysX

FMOD

### LANGUAGES

Swedish - Native

English - Fluent

### EDUCATION

**The Game Assembly - Game Programming**

2021-2024 | Stockholm, Sweden

**Södertörns Högskola - The Game Program**

with a focus on game Design and Scripting

2018-2021 | Stockholm, Sweden

### EXPERIENCE

**Game Developer Intern**

MAG Interactive, Stockholm, Sweden

08/2023 - 04/2024

- Collaborated with senior developers to implement new gameplay features and mechanics.
- Resolved technical issues and bugs to improve overall game performance and user experience.
- Worked with cross-functional teams, including artists and designers, to ensure cohesive integration of assets and features.

### REFERENCE

*References available upon request*