

Charlie Malmqvist

Games & Software developer

Here's a dependable 20 year old with a strong passion for game design and game programming. With about 4 years of constant programming in C++ I think I'm ready to start of my career and prove my worth as a game developer. From games to game engine tools to language parsers & compilers - I can do about anything you'd need for a game. Whatever I lack the knowledge of, I can learn very quickly. That being said, my experience in Unreal Engine 4 is not exceptional but I know how it works and I think that my general knowledge in software development (specifically C++) is more than sufficient for me to get the job done and do so significantly well.

Although I have experience in working on game projects with teams, I have not only taken on a bunch of hobby projects by myself, but also completely managed my own time while working as a programming freelancer on Fiverr.com where I accepted various orders with all kinds of requirements. However as I do just fine on my own, I'm also a very good people person with high levels of empathy and capabilities of deep understanding.

I may not be from a native english-speaking country but I would definitely say that that's not even close to an issue and I'm pretty much fluent both verbally and in written form. Let me back this up with the ~1 year I spent as a games student in Australia for a Diploma of Game Development (which I will finish August 2020, remotely from Sweden) but also the fact that I went to the International English School in Sweden for my high school years.

What I am looking for is to get some real experience in the industry, get to work in a team and meet new people, hopefully go on to be part in the release of a complete game, grow as a game developer and of course to have an income in times like these. If this goes on to be as good of a job as it seems, I can definitely see myself in the future making a career and being part of the growth of Art Forge Games.

I hope that I have given a less mainstream impression and left the smelly cheese out of it & that I have proved myself to be qualified for the programmer position in the Art Forge Games team.

I'm very excited to hear back from you!

With Kind Regards,

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