



GUNNAR MAGNUSSEN

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GAMEPLAY PROGRAMMER / GAME DEVELOPER

I am looking to apply my passion for making games as a *Gameplay Programmer / Game Developer*. I have one year of experience in the industry as Gameplay Programmer and QA Tester, working with Unity, Unreal, C# and C++. I am a recent MSc graduate, where I made my own C++ engine, held a workshop on C++ memory management and much more. I have also been using Unity for small projects and game jams for 10+ years, so I am very comfortable with the engine and general game development. I'm a quick learner and try to always stay in the beginner's mindset to never miss opportunities to learn something new.

WORK EXPERIENCE

Gameplay Programmer Intern

Teacup Games

Sep. 2025 – Oct. 2025

Copenhagen, Denmark

- Implemented the player character's locomotion system
- Unity and C#

Gameplay Programmer Intern

Bitfire

Feb. 2025 – May. 2025

Copenhagen, Denmark

- Reworked the aiming system to allow for 3D aiming with 2D input in the way that felt best to players
- Reworked the weapon system to be modular and allow for long-term updates
- Unreal Engine and C++

QA Tester Intern

BetaDwarf

Sep. 2021 – Jan. 2022

Copenhagen, Denmark

- Manual testing and helping users with bug reports and questions
- Tested to make sure the games not only worked, but also felt good and intuitive to players
- Writing automated tests in C# using Unity's Test Runner

Teaching Assistant - Game Programming

IT University of Copenhagen

Aug. 2024 – Dec. 2024

Copenhagen, Denmark

- Efficient C++ programming and best practices for engine and game programming

Teaching Assistant - High Performance Programming and Systems

University of Copenhagen

Dec. 2022 – Aug. 2023

Copenhagen, Denmark

- C programming and knowledge about operating systems, computer and memory architecture

EDUCATION

Master of Science | Games, Technology Track

IT University of Copenhagen

Aug. 2023 – June 2025

Copenhagen, Denmark

Bachelor of Science | Computer Science

University of Copenhagen

Aug. 2019 – June 2022

Copenhagen, Denmark

Folk High School | Game Design and Animation

Højer Design Højskole

Sep. 2018 – Dec. 2018

Højer, Denmark

Gymnasium | Science Line

Føroya Studentaskúli og HF-skeið

Aug. 2013 – June. 2016

Tórshavn, Faroe Islands

PROJECTS

DarkSwarm

Spring 2025

[Portfolio](#), [Steam Page](#), [Video](#)

- Made with Unreal Engine
- 2D aiming in a 3D environment - making it look right from the player's perspective
- Using Unreal's Gameplay Ability System
- Modular and tweakable weapon system, made easy for designers to work with

GEPP

Fall 2024

[Portfolio](#), [Play on Windows](#), [Source](#), [Video](#)

- My own 2D data-oriented C++ engine
- Made a platformer prototype in the engine focusing on game feel

PRAX

Fall 2023

[Portfolio](#), [Play in Browser](#), [Source](#), [Video](#)

- Made with Unity
- Player movement with focus on tight, responsive controls and clear visuals
- Outline shader

PASTIMES

Game Jams: Jamming since 2013, I love the atmosphere, community and creative energy under pressure.

Judo: A fun grappling martial art and sport that keeps me in shape. I have been Faroese champion and done work as an instructor, working with Amager Judo Skole on the biggest project to introduce judo to school kids in Denmark.

Cosplay: Similar to making games, a creative activity involving a lot of different skills to bring an idea to life in a fun community. In 2024 I won the Best Look-Alike award at J-Popcon, the largest cosplay craftsmanship competition in Denmark.

COMPETENCIES

Languages: English, Danish, Faroese

Programming: C++, C#, OpenGL, CMake

Tools: Unity, Unreal, Github, Blender, Notion, Photoshop

Skillsets: Gameplay, game feel, systems, graphics, physics, networking, ability systems, engine, OOP, DOD