

ROBIN ZEITLIN



GAMEPLAY PROGRAMMER

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🌐 <https://robinz.dev/>

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SKILLS

- C++
- C#
- Unreal Engine 5
- Unity
- OpenGL

LANGUAGES

- Swedish (Fluent)
- English (Fluent)

Gameplay Programmer with experience working with large group projects and smaller steam released indie projects, constantly looking for new ways to widen my skillset.

PROJECTS

- **Programmer, Unnamed** 2024/11 - ONGOING
? weeks
 - Developed several essential gameplay features, focusing on optimizing player experience through the use of particle effects and easing functions.
 - Created a level editor utilizing Dear ImGui, enhancing the user interface for level design.
- **Gameplay / Engine Programmer, (xyz)^0** 2024/08 - 2024/12
9 weeks
 - Developed core gameplay features such as FPS Character Controller, Enemy AI and UI using C++ and ImGui.
 - Implemented a particle system and trails in our custom engine to enhance gameplay aesthetics and responsiveness.
- **Gameplay Programmer, Reberryon** 2024/03 - 2024/06
10 weeks
 - Developed a “Parabolic Curve” based throwing system in UE5 C++.
 - Developed a Key to Door system using a blend of C++ and Blueprints for animations.
 - Handled communication between programmers and other disciplines ensuring smooth collaboration and thorough documentation throughout the development cycle.
- **Gameplay Programmer, Honker** 2024/05 - 2024/05
4 weeks
 - Utilized Unitys ECS system for the main part of the project for enhanced performance.

EDUCATION

- **FutureGames**
09/2023 - 05/2025 - Stockholm
 - Higher Vocational Education Diploma - Game Programmer
- **LBS Södra**
07/2020 - 07/2023 - Stockholm
 - Upper Secondary School - Game Development