

# ROBIN ZEITLIN



## GAMEPLAY PROGRAMMER

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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.

## EXPERIENCE

- **Designer Hazelight**, Unanounced Project  
2024/10 - ONGOING

- As a contractor on this project, I focused on completing UE5 tickets related specifically to volume and collision adjustments provided by QA, ensuring a smooth and consistent gameplay experience for players.

## PROJECTS

- **Programmer**, Boom'n'Rang 2024/11 - ONGOING  
? weeks
  - Developed gameplay features such as the boomerang, enemies, and more while also focusing on improving 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)<sup>0</sup> 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 core aspects of the game in order to enhance performance.
- **Programmer TENSTACK**, Rain Runner  2024/02 - 2024/02  
1 weeks
  - Developed an ingame leaderboard using Steamworks API, with categories. For the company now known as TENSTACK.

## EDUCATION

- **FutureGames**  
09/2023 - 05/2025 - Stockholm
  - Higher Vocational Education Diploma - Game Programmer