

ROBIN ZEITLIN



GAMEPLAY PROGRAMMER

✉ robin.zeitlin@hotmail.com

🌐 <https://robinz.dev/>

☎ +4670-835-6431

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**, Unannounced Project
2024/10 - ONGOING
 - As a contractor specifically focused on collision design, I completed tickets provided by QA ensuring a smooth and consistent playthrough for the 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)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 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