

ROBIN ZEITLIN



GAMEPLAY PROGRAMMER

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🌐 <https://robinz.dev/>

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LANGUAGES

- C++
- C#

SKILLS

- Unreal Engine 5
- Unity
- OpenGL
- SDL2
- ImGui

HUMAN LANGUAGES

- Swedish (Native)
- English (Fluent)

REFERENCES

Aimar Bergan
Producer Hazelight
Phone Number : +46 70 492 63 17

Per Stenbeck
Lead Designer Hazelight
Mail : perstenbeck@hotmail.com

Erik Levin de Verdier
CO-Founder TENSTACK AB
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EXPERIENCE

- **Programmer TENSTACK**, Little Wings Deliveries 2025/01 - 2025/03
Unity & C#
 - Contract worker and core programmer on the team developing gameplay features, and focusing on improving the performance and structure of the project.
- **Collision Designer Hazelight**, Split Fiction
Unreal Engine 5 2024/9- 2024/12
 - 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.
- **Programmer TENSTACK**, Rain Runner 🇵🇪 2024/02 - 2024/02
Unity & C#
 - Developed an ingame leaderboard using Steamworks API with categories, for the company now known as TENSTACK.

PROJECTS

- **Programmer**, Voxel Terrain Generator 2024/12 - 2025/01
OpenGL & C++
 - Developed a Voxel Terrain Generator with forest generation, optimizing performance using backface culling. Focused on maintaining a well-structured and efficient project architecture.
- **Programmer**, Boom'n'Rang 2024/11 - 2024/12
SDL2 & C++
 - Developed gameplay features such as the Boomerang weapon and Enemy AI.
 - Created a level editor utilizing ImGui.
- **Programmer**, (xyz)⁰ 2024/08 - 2024/12
OpenGL & C++
 - Developed core gameplay features such as FPS Character Controller, Enemy AI and UI using C++ and ImGui.
 - Implemented a particle system and trails.
- **Gameplay Programmer**, Reberryon 🇵🇪 2024/03 - 2024/06
Unreal Engine 5 & C++
 - 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.

EDUCATION

FutureGames

09/2023 - 12/2025 - Stockholm

- Higher Vocational Education Diploma - Game Programmer