

ROBIN ZEITLIN



GAMEPLAY PROGRAMMER

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LANGUAGES

- C++
- C#


SKILLS

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



HUMAN LANGUAGES

- Swedish (Native)
- English (Fluent)

EXPERIENCE

- **Hazelight**, Unannounced Project 2024/10 - ONGOING
Unreal Engine 5
 - 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**, Boom'n'Rang 2024/11 - ONGOING
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.
- **Gameplay Programmer**, Honker  2024/05 - 2024/05
Unity & C#
 - Heavily focused on performance enhancement using Unity ECS.

EDUCATION

FutureGames

09/2023 - 05/2025 - Stockholm

- Higher Vocational Education Diploma - Game Programmer