

Harald Carlstedt - Technical Game Designer / Artist

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Profile

Developer, programmer, youtuber and gamer with 5+ years of experience of indie game development. A versatile developer with a wide range of skills regarding both technical, visual and creative aspects. I am experienced in gameplay programming, multiplayer design, 3d modelling, and AI behavior across both Unity and Unreal Engine. Possess documented skill from working as a core developer for "Project Vanguard," contributing to gameplay systems and a successful \$30k fundraising campaign. Eager to join a studio where I can contribute to the creative vision while delivering solid technical solutions.

Work Experience

Core Developer & Gameplay Programmer | Project vanguard | 2022- 2024

Contributed as a core developer to a highly ambitious FPS.

- **Gameplay systems:** Developed physics-based movement, and core gunplay mechanics.
- **Collaboration:** Worked effectively in a team remotely and using Git for version control and coordination.
- **Marketing:** Helped create a fundraiser raising approximately ~\$30 000 and a vibrant discord community with thousands of members.

Solo Developer | Various projects | 2020 – present

Developed multiple indie games across a 5 year period, handling all of the aspects of creation.

- **Full-Stack development:** Acquired proficiency in both Unity and Unreal Engine, bridging the gap between design and implementation.
 - **Technical implementation:** Programmed complex gameplay systems including multiplayer networking, AI behavior, Character logic and procedural generation.
 - **Art and Design:** Conceptualized and created various visual assets (3d modelling, textures), for Characters, Levels and UI:s.
 - **Portfolio:** See full development logs and breakdowns on my channel: youtube.com/@harald1
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Relevant Skills

- **Engines:** Unity (3 years), Unreal Engine 4/5 (2 years).
 - **Programming:** C#, C++, Multiplayer Networking, AI Scripting, Java, Python, etc.
 - **Game Design:** Gameplay Loops, Game Feel, Mechanics Design, Level Design.
 - **Art & Visuals:** 3D Modeling, Texturing, Procedural Generation, UI Systems.
 - **Tools & Collaboration:** Git/Version Control, Discord Community Management, Remote collaboration.
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- **Languages:** English (Fluent), Swedish (Native)