



KRISTOFER SELL



linkedin.com/kristofer-sell



kristofersell@outlook.com



079 - 040 28 62



Karlskrona, Sweden



[Portfolio](#)



[Repository](#)

An adaptable developer with a burning passion for IT and technology, with a specialization in game development. I have extensive experience collaborating with teams to deliver playable products. I am driven to take on new challenges and have expertise in problem-solving with a strong sense of initiative.

WORK EXPERIENCE



A BIT AGO STUDIO

Game Programmer

06.2023 – 02.2024

I was working on a new game that is currently under a non-disclosure agreement. My work tasks involved managing different core mechanics of the game. I also had a role as a technical designer, where I created new ideas for the gameplay and was involved in implementing the user interface.

References are available upon request.



BLAMORAMA GAMES

Game Programmer

01.2023 – 06.2023

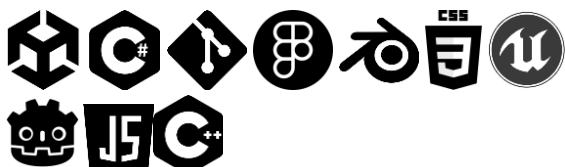
Internship as part of my education at Futuregames. During the internship, I worked on a new game that is currently under a non-disclosure agreement. Throughout the project, I was the sole programmer and was responsible for implementing all the core mechanics and other features. I also assisted the team with the game engine and contributed different game design suggestions to enhance the gameplay.

References are available upon request.

PROFICIENCY

Swedish 

English 



EDUCATION

GAME PROGRAMMER

FUTUREGAMES, SKELLEFTEÅ

Vocational education in game programming, where I primarily focused on the programming language C# and the game engine Unity.

Throughout the course, I learned fundamental skills, such as game programming patterns, which include *Inheritance*, *Observer Pattern*, and other *object-oriented programming* patterns.

I also participated in three different game projects during my studies and received awards for all three.

I did an internship during the last semester and graduated in June 2023.

OTHER EXPERIENCES

Teacher

I volunteered as a teacher at a residential college for an introduction course in game programming. It was an experience that provided me with insights and further developed my skills in communication and problem-solving.

Helpdesk technician

Freelance work at various locations to assist companies with their computers and other technical devices. I also provided support when help was needed with both hardware and software.

I developed skills in problem-solving and taking initiative.

Salesperson

For a short period of time, I worked as a salesperson with the focusing task of marketing a product. I experienced excellent collaboration with my team; when I interacted with customers, I communicated in a professional manner.

I developed skills in team coordination and communication.