

LUKAS CLAUSSEN

Game Programmer and Software Engineer - <https://www.lukasclausson.com/>
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// BACKGROUND AND GOAL

Driven software engineer with over 3 years of experience working on AA and AAA projects, promoted from junior to intermediate in less than a year. Team player who loves working with passionate people. The main goal is always to produce enjoyable gameplay and well designed systems. More than happy to take on code ownership and responsibility, thrives when challenged with difficult problems.

// CORE SKILLS

- | | | |
|----------------------------|----------------------------|--------------|
| - Gameplay programming | - Experience with | - C/C++ |
| - UI/UX programming | UnrealEngine 4/5 & Unity3D | - C# |
| - Platform API integration | - Experience developing | - JavaScript |
| (Experience with PS5, | games for PC, PlayStation | (NodeJS) |
| Steam, GOG, Epic Games) | 5, Xbox Series X S | - HTML / CSS |

// Languages

// WORK EXPERIENCE

GAMEPLAY ENGINEER, January 2024 - Present

Sharkmob AB

In the beginning of 2024 I was hired as a gameplay engineer at Sharkmob in Malmö, working in the core gameplay team on the game *Exoborne*, developed in Unreal Engine 5. My main responsibilities revolved around the handling of loot and interactions.

GENERALIST PROGRAMMER, April 2022 - December 2023

The Bearded Ladies

In April 2022 I was promoted to an intermediate position and took on a more generalistic roll as I now had responsibilities across a significant part of the codebase.

- Released *Miasma Chronicles* in May 2023 on PC, PS5, Xbox Series X|S
- UI/UX Programming
- Gameplay Programming
- Platform API Integration for PS5, Steam, GOG, Epic Games

JUNIOR GAMEPLAY PROGRAMMER, June 2021 - April 2022

The Bearded Ladies

In June 2021 I started working as a junior gameplay programmer at The Bearded Ladies Consulting in Malmö, Sweden.

// EDUCATION

BoA IN GAME DESIGN & PROGRAMMING, 2018 - 2021

Uppsala University, Campus Gotland, Visby

The Bachelor's Programme in Game Design and Programming provides skills in developing games for commercial production, as well as a deeper understanding of how games work and how they affect us.

HIGH SCHOOL DIPLOMA, APPLICATION DEVELOPMENT, 2015 - 2018

Thorén Innovation School, Gothenburg

The technical programme includes multiple courses in engineering, design and web / application development. In addition to these, I took extra programming and web server development courses.

// CERTIFICATIONS



C1 Advanced - Score 199

Cambridge Assessment English

Issued: May 2018

Certification-ID: 185SE0045007 - 1999/02/18