

Hugo Lundell

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Hugo2@boreback.com | [LinkedIn](#) | [GitHub](#) | [Dev Portfolio](#)

Education

Luleå Tekniska Högskola

Studied for a master degree in Space Engineering.

- Math, MatLab & Physics based education.
- Built hobby projects with Python for Data analytics.

Luleå, Sweden

2020-2022

Södertörns Högskola:

Studying game design and scripting.

- One vertical slice game & one published steam title.
- Proficiency in C#, P4V and Unity.

Stockholm, Sweden

2023-Present

Projects & Experiences

Glorious Golf - Released Steam title

- Roles: Head developer, VFX artist & Game Designer.
- Closing kit, C#, Unity and P4V.
- Main focus on physics, UX, UI Systems, save systems & input management.

On [Steam](#) 2025

Timeline: 1 Month

AWS & CloudFront Website - Public portfolio

- Website built from scratch using React, TypeScript, HTML and CSS.
- The website is hosted using AWS S3 & CloudFront.

[Live](#) 2025

Timeline: 2 days

MageCore - Vertical slice roguelike

- Role: Developer & Game Designer.

Public on [GitHub](#)

Timeline: 1 month, C# P4V UNITY

Unity Tool Development - Solo project for freelance use

- Lightweight sorting tool for better management.
- Terrain Data Extractor for increased productivity on large scale projects.

Currently private

Timeline: Present

Mentor for studies & aspiring e-sport athletes

- School Years: 8th grade-1st year university math, swedish & society research.
- Freelance coach for League of Legends players.

2021-2023

Clients: 10+

Clients: 40+

Skills, Languages & Tools

Languages

C#, Python & TypeScript

Framework & Tools

P4V, Unity, Git, .Net, Flask & React

Cloud

AWS & CloudFront

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