CV

Personal Information

- Name: Gustaf Ekstrand

- Adress: Villagatan 25, 29532 Bromölla

- Contact Number: 070-7160344

- Email: gustafekstrand04@gmail.com

- GitHub: https://github.com/psycho0403

- Portfolio: https://gustafekstrand.se

- Github Portfolio https://github.com/psycho0403/GustafEkstrandPortfolio.github.io

- Birth Date: 20040330-5618

Professional Summary

Hi, My name is Gustaf and I'm a student studying Game Development at FutureGames Malmö vocational university. I am passionate when it comes to games and programming. I have previously completed courses in both C# and C++ furthermore I'd say that I'm deeply experienced in using Unity, having created a handful of school projects with it, as well as being experienced with scripting and optimizing gameplay systems and other applications for those projects.

Professional Skills

- **Programming Languages:** C++, C#.
- **Game Engines & Tools:** Unity, Visual Studio, Unreal Game Engine 5.
- **Soft Skills:** Problem-solving, teamwork, debugging, scripting.

Education

- **August 2019- Jun 2023**
  LBS-Ljud och bild gymnasiet, Kristianstad.
  Program focusing on Design and product development.
- **August 2023- Jun 2024**
  Högskolan i Skövde.
  Network and system administration. Where I finished a course in Programming in C++.
- **August 2024- pressent**
  FutureGames yrkeshögskola, Malmö
  Game development and programming.

Working experience

- **August 2018- Juli 2023**
  News Dealer - Svensk Direktreklam
  Delivering papers to an assigned district
- **June 2023- July 2023**
  Machine Operator - Volvo
  Operating Heavy machinery that assembled car parts.
- **June 2025- July 2025**
  Machine Operator - Volvo
  Operating Heavy machinery that assembled car parts.

School Projects

- **[Sushi 2 Go]** (https://futuregames.itch.io/sushi-2-go) **2024: 28 October- 15 November**
  - Sushi 2 Go is a game project where the player endlessly runs on a conveyor belt to get as high of a score as possible.
  - Functions I worked on Include the player's fixed movement on a dynamic array, some camera work and effects and creating virtual gravity for the player. As well as the audio and audio management systems.
- **[DaggerBound]** (DaggerBound Drive Link) **2025: 20 January - 14 February**
  - Description: DaggerBound is a school project where we were tasked to create a top view RPG game. The game we created features Turn-based combat, dungeon crawling and dialog with the ability to make choices. Most notable functions I was heavily involved in was the respawning system and the Dialog System created with end user in mind, its simple to create new dialog and to call upon whenever.
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