



Robin Andersson

Game Developer / Gameplay Programmer

CONTACT:

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TECH SKILLS:

Programming

- C++
- C#
- Java
- JavaScript

Game Development

- Unreal Engine 5
- Unity
- Blueprint

Technologies

- Git
- SDL
- HTML
- CSS

Computer Science

- Algorithms & Data Structures
- Object-Oriented Programming

EDUCATION:

STOCKHOLM UNIVERSITY – GAME

DEVELOPMENT

2024 - Present

- Focus on gameplay programming and AI
- Relevant coursework: C++, Algorithms & Data Structures, Human-Computer Interaction and Game Development.

LANGUAGE:

- English
- Swedish

PROFILE:

Game Development student at Stockholm University with a focus on gameplay programming and AI. Experienced with C++, Unreal Engine and Unity, with a particular interest in gameplay systems, enemy AI and game mechanics.

I enjoy building gameplay systems, experimenting with AI and solving technical problems within game projects. Currently looking for an internship where I can continue developing as a gameplay programmer and contribute to a professional game development team.

SELECTED PROJECTS

RAGE IN ROME – GAMEPLAY PROGRAMMER

Unreal Engine 5 • C++ • Blueprint • Team of 7 • 8 weeks

- Implemented wave-based enemy spawning and wave progression
- Developed enemy targeting using Behavior Trees and Blackboard
- Implemented the objective system and communication between gameplay systems.
- Created different enemy types with different targeting behaviors
- Implemented empowered waves and related gameplay/UI functionality

SDL & C++ GAME – PROGRAMMER

C++ • SDL • Solo • 8 weeks

- Implemented enemy AI with different behaviors, including player tracking.
- Developed dynamic coin spawning.
- Implemented collision handling and player input.

FEATHERS & FORESTS

Unity • C# • Solo • 8 weeks

- Implemented player movement and gameplay mechanics.
- Developed enemy interactions and gameplay systems.
- Implemented health and checkpoint systems
- Implemented moving platforms, pushable objects and a player dash ability.

WORK EXPERIENCE

ICA SUPERMARKET – STORE ASSOCIATE

2021 - Present

- Customer service and daily store operations
- Worked effectively in a fast paced environment
- Collaborated with colleagues to complete daily tasks.