

Shipped Titles

- [Mage at Stake](#) (Steam, 2025) - Co-developed as part of a bachelor's thesis exploring PCG's impact on engagement and replayability in Roguelike games.
- [What Comes Next](#) (Steam Demo, 2025) - Second game from Dandelion Developers, Demo currently available on Steam.
- [Haunting Memories](#) (Steam, 2024) - Released under Dandelion Developers, a studio I co-founded with classmates.
- [The Six Families](#) (Board Game, 2024) - Game is available for purchase on Adlibris.com.

Technical Skills

Core Languages & Scripting: C#, C++, Blueprints (Visual Scripting)

Game Engines: Unity (primary), Unreal Engine

Development Tools: Visual Studio, Perforce, Unity Version Control, Github

Project Management & Collaboration: Trello, Taiga, Miro, Mural

Education

Södertörn University | School of Natural Science, Technology and Environmental Studies, Stockholm, Sweden (2022 - 2025)

Game and Interactive Media Design programme with a focus on game design and scripting

Degree of Bachelor of Science in Media Technology

Work Experiences

VR developer - Institutionen för polisiärt arbete, Campus Flemingsberg Huddinge, Stockholm (March 2025 to June 2025)

- Collaboration project between Södertörns University and Institutionen för polisiärt arbete (Department of police work) to develop a VR training application for police students as part of my LIA.
- Programmed core functionality in Unreal Engine 5 using C++ and Blueprints visual scripting.
- Worked closely with professional police advisors to simulate unpredictable real-life scenarios ("Lokaliseringssök").

Game Programmer - Dandelion Developers, Remote, Stockholm (October 2023 to March 2025)

- Co-founded an indie game studio with classmates during studies at Södertörn University, inspired by the success of a previous collaborative student project.
- Had a primarily game programmer role across two game projects, focusing on gameplay systems, mechanics, and optimization. Then served as the Lead UI/UX designer and programmer on the second game.
- Demonstrated adaptability and initiative in a startup-like environment, wearing multiple hats as needed due to the flexible nature of the small team.

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Fluent in Swedish, English

Other Work Experiences

Hemköp Skarpnäck, Skarpnäck Stockholm (May 2024 to present) & **Hemköp Tyresö Trollbäcken C, Trollbäcken Centrum Stockholm** (June 2021 to May 2024)

- Engaged with customers to ensure a positive shopping experience, assisting them in locating products and maintaining a welcoming store atmosphere.
- Maintained well-organized and stocked shelves, enhancing product accessibility and presentation for an optimal customer experience.
- Collaborated closely with colleagues to uphold high quality and service standards across store sections, especially during peak hours.

Max Burgers - Vasagatan, Stockholm (May 2021 to July 2021)

- Delivered excellent fast, friendly service in a high-paced environment, handling customer orders, service area upkeep, kitchen and hygiene duties.
- Gained cross-functional experience and adapted quickly across customer-facing and operational roles.