



My broad experience across programming, design, and production allows me to take on multiple roles and adapt to different stages of game development.

Technical Skills

Programming Languages:

C++

C#

Python

Kotlin

Game Engines:

Unreal Engine (3 years)

Unity (5 years)

Game Design

Art (basic knowledge):

Blender

Substance Painter

Substance Designer

Soft Skills

Team Leadership

Problem solving skills

Organizational Talent

Languages

German Native Speaker

English Professional Proficiency

Swedish Upper Intermediate

Hobbies

Playing & developing games

Cats

Hiking

Photographing

EXPERIENCE

Technical Lead & Technical Designer | Timeless Toucan

2026/01 – Present

Project: *Unannounced Project* | USA, Remote

- **Multiplayer:** Implemented the foundation for online co-op multiplayer.
- **GAS:** Created with GAS a diverse skillset for players and tools, that have different effects on environmental objects.
- **Core game:** Implemented the foundation of the core gameplay systems

Indie Game Developer | Moon Flame Games

2023/08– Present

Projects: [Hexavale](#), [Magical Harvest](#) | Ramsjö, Sweden

- **Full-Stack development:** Created games from start to playable, polished demos.
- **Editor Tools:** Developed editor tools to streamline content implementation, demonstrating problem-solving abilities.
- **Performance Optimization:** Guaranteed good performance, using GPU and CPU profiling tools.
- **Art and Technical Expertise:** Created and integrated stylized 3D-models, 2D-art and gained knowledge in creating efficient shaders and technical art.
- **Team Leadership & Production:** Led a small team of art-interns, adhering to SCRUM principles, while managing organizational and production aspects of the development.

Programmer & Technical Designer | Studio Northshade

2024/10 – 2026/01

Project: [Desert Flower](#) | Gothenburg, Sweden, Remote

- **Performance Optimization:** Improved existing procedural runtime plant generation performance by 30%.
- **Editor Tools:** Developed designer-friendly editor tools for level design and data handling.
- **Game Systems:** Implemented a.o. player Abilities, UI, interactive world objects.
- **Game & Level Design:** Designed game mechanics and level while using Level Design related techniques for guiding the player through the world.

Technical Lead | Glimeria Studios

2025/01 – 2025/06

Project: [Karma & Jonar](#) | Stockholm, Sweden, Remote

- **Core Framework, Multiplayer:** Engineered a full-scale prototype architecture from scratch for online-multiplayer coop.
- **NPC-AI:** NPC-AI with different skills for boss battle stages and cutscenes.
- **Command Pattern Events:** Implemented a designer friendly in-game event system using command patterns.

Favorite Genres

RPGs

Farming Games

Rogue Like

City Builder

Unity Engine

Indie Game Developer | Moon Flame Games

2021/03 – 2023/08

Project: [Magical Harvest](#) | Ramsjö, Sweden

- **Full-Stack development:** Build a farming game from scratch to demo, including a character-customizer, NPC-AI with daily behavior and an environment with dynamic seasons.
- **Editor Tools:** Developed editor tools with *Odin Serializer* to improve workflows.

Programmer | Gate to the Games

2023/09 – 2023/12

Project: [Neverriff](#) | Sülzetal, Germany, Remote – Freelance

- **Feature Implementation:** Developed an in-game log for a round-based strategy 2D trading card game in Unity, targeted for mobile platforms.
- **Code Improvement:** Improved and refactored existing codebase, enhancing performance and maintainability.
- **Multiplayer:** Implementing multiplayer features using Photon, acquiring foundational knowledge in network programming.

Technical Lead | Cold Theatre Studios

2021/08 – 2022/10

Project: [The Dark Market – An Idle Horror Story](#) | Spelkollektivet, Sweden
08/2021 – 10/2022

- **Game Logic Implementation:** Developed the core logic for a 2D narrative idle clicker game in Unity for mobile. Key features included idle mechanic, quest system, crafting mechanics, and achievements.
- **Mobile - Analytics and Advertisement:** Implemented Unity Analytics and in-game advertisements, while maintaining the game on Google Play.

EDUCATION

The Indie Quest

2022/01 – 2023/06

Spelkollektivet, Väckelsång, Sweden

Focus on skill improvements in Unity, C# and basics of Art (2D, 3D)

Game Development, BS

2018/11 – 2021/03

Wilhelm-Büchner-Hochschule, Darmstadt, Germany