

# Gustav Melander

## Game Programmer

### CONTACT & LINKS

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[LinkedIn](#)

[Portfolio](#)

[Itch.io](#)

### Skills

- C++
- Unreal Engine 4/5
- C#
- Unity
- Godot
- Angelscript
- Python
- Perforce
- Git

### Languages

- Swedish (Native)
- English (Fluent)

### Launched Titles

**Alone in the Dark (2024)** on PC, PS5 and Xbox series X|S

### ABOUT ME

I am a curious game programmer who constantly strives towards learning new things about making games.

Searching for the best way to solve a given problem is a large motivating factor for me and tackling new languages, tools and programming practices is something I enjoy doing.

Being part of the design process for features and systems is something I value highly and I enjoy collaborating closely with designers and other disciplines to produce the best results possible.

### Work Experience

#### Pigs will fly Studios, Jönköping

Aug 2025 - Apr 2026

Gameplay Programmer

- Worked on the early stages and prototyping of a third person shooter in a grand sci-fi setting, taking part in the design and idea phase
- Large focus on various gameplay elements such as player shooting+melee and enemy mechanics
- Unreal Engine 5 using primarily Angelscript for gameplay scripting and heavy use of the Gameplay Ability System (GAS) for gameplay systems

#### Pieces Interactive, Skövde

Apr 2023 - Aug 2024

Programmer

- All-purpose programming role in Unreal engine 4 with a variety of tasks including gameplay, tools, and engine modifications.
- Assisting with the Jenkins build system using primarily Python
- Platform-specific implementation of features such as achievements and DLC packs
- Performance testing and optimization work

### Education

#### The Game Assembly, Stockholm

Sep 2020 - Apr 2023

Game Programming, Higher vocational education

- 50% of the time was dedicated to 8 different game projects in groups of around 12 people.
- A large focus of the second year was the building of a custom DX11 engine from scratch which two of the game projects were made in.
- Last 8 months was in the form of an internship at Pieces Interactive which led to employment afterwards.

### Side Projects

#### Game jams.

In my free time I have participated in 16 different game jams in groups ranging from 2 to 6 people.

These games have been made in Unity and Godot, they can be found and played on my itch.io profile.