

Gustav Melander

Game Programmer

CONTACT

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🌐 [LinkedIn](#)

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Skills

- C++
- Unreal Engine 4
- C#
- Unity
- Python
- Perforce
- Git

Languages

- Swedish (Native)
- English (Fluent)

Launched Titles

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

PROFILE

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

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.

With a quality driven mind I balance making the things I do as good as possible while also working with an iterative process.

Work Experience

Pieces Interactive AB, Skövde Apr 2023 - Present
Programmer

- Worked on a AA production using Unreal Engine 4 in a mid-sized team
- All-purpose programming role with a variety of tasks including gameplay, tools, and engine modifications.
- Close collaboration with designers to create and iterate upon gameplay systems
- Platform-specific implementation of features such as achievements

Education

The Game Assembly, Stockholm Sep 2020 - Apr 2023
Game Programming, Higher vocational education

- First two years consisted of studying various topics within game programming with a focus on C++.
- 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 10 different game jams in groups ranging from 2 to 6 people.

These games have been made in Unity and Godot.