






GUSTAV MELANDER

GAME PROGRAMMER

CONTACT

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LINKS

- [LinkedIn](#)
- [Portfolio](#)

SKILLS

- C++, C#
- DirectX11
- Working with tool frameworks such as Dear ImGui
- Unity
- Unreal Engine
- Perforce, Git
- Enjoy working together with members of other disciplines

LANGUAGES

- Swedish, Native
- English, Fluent

ABOUT

I am a game programmer studying at The Game Assembly in Stockholm, Sweden. I am looking for an internship as part of my education between august 2022 and April 2023. During my education I have been a part of 7, soon 8, different game projects and have tried most areas within game programming but am currently more specialized in Gameplay & Tools programming.

EDUCATION

The game assembly Stockholm - Game Programming

Higher vocational education

Game programming education with a focus on larger group projects and C++ programming. Projects have been made in Unity, the school's in-house 2D C++ engine TGA2D and a custom DirectX11 engine written by our group during the second year.

NTI gymnasiet Stockholm - Information Technology with game development specialization

Upper-secondary education

An education with an all-around introduction to game development with a focus on programming but also included digital art and animation as well as some smaller projects in unreal engine and Unity.

OTHER MERITS

Participated in 3 seperate Game jams

Underworld Postal Service: 1/4 2021 - 3/4 2021: ldjam.com/ludum-dare/48/underworld-postal-service

Top 16% in Overall category
Top 10% in Innovation, Fun & Humor categories

RA(F)T: 11/6 2021 - 13/6 2021: <https://beepboopcereal.itch.io/raft>

Top 7% in Overall and Originality categories

PhysOS: 2/10 2021 - 5/10 2021: <https://ldjam.com/events/ludum-dare/49/physos>

Top 20% in Overall and Fun categories
Top 7% in Innovation Category
Top 3% (Ranked 91) in Humor category