



# CARL ERICSSON

## GAME PROGRAMMER

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 [cericsson.com](http://cericsson.com)

 Stockholm

### SKILLS

#### Most Experience

- Unreal Engine
- C++

#### Less Experience

- Unity
- C#
- Lua

- PERFORCE
- GIT
- JIRA
- MIRO

### EDUCATION

● Futuregames, Stockholm – *Game Programmer*  
2021-2023

- Unreal Engine C++ & Unity C#
- Data Structures & Algorithms
- 3D Math for game development
- Large game projects (8-14 people) using Scrum workflow
- Source control with Perforce

● Futuregames, Stockholm – *Game Engines*  
2020-2021

- Unreal Engine
- Small group projects (4-6 people)

### WORK EXPERIENCE

● Rightsized Games AB, Stockholm – *Programmer*  
2023-2024

- Worked on the UE4 title "Undead Inc."
- Implemented and refactored gameplay systems
- Worked on UI
- Conducted performance profiling and optimization

● Bayer AB, Solna – *Data System Specialist*  
2018-2019

- Handling of personal data in accordance with GDPR
- Planning & testing of systems for digital gathering of consent

*Contact me for referenses and letters of recommendations*