

# Simon Lundgren

Gameplay Programmer & Technical Designer



## Experience



### Game Developer Internship — Mag Interactive (Q1 2019 - Q3 2019)

As a part of my FutureGames studies I worked at Mag Interactive as an intern for 7 months. At Mag I worked in Unity as a programmer, creating word games for mobile.



### Game Development Education — Uppsala University (Q3 2014 - Q2 2016), FutureGames (Q3 2017 - Q3 2019)

During the last five years I've worked on a lot of different games together with my peers with me taking the role as Gameplay Programmer. I've produced games from several genres and got the opportunity to work with many different people.



### Freelance Escape Room Puzzle Programmer — Exit Games (Q2 2017 - Q3 2018)

As a freelancer I produced puzzles involving arduinos to complement Exit Games escape room "The Collector". My task was coding the puzzles functionality as well as providing design insight on the user experience of the puzzles.



## Contact info:

### Phone:

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### Email:

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### Portfolio:

www.simonlundgren.com

## Skills:

### Engines and Programming Languages

- Unreal Engine 4
- Unity
- C#/C++

### Source Control & Software

- Perforce
- Git
- JIRA

### Project Methodology

- Agile Development
- Scrum

