



Mattias Blomgren-Sköld

Programmer

I'm a creative and organized programmer with attention to detail. Values responsibility and team spirit while excelling at problem solving. Thrives in interdisciplinary game development and always bring a smile for the occasion.

Programming Skills

- C++ **Efficient**
- C# **Fair**
- LUA Scripting **Basic**


Software Skills


- Visual Studio **Efficient**
- Unreal Engine 4 **Capable**
- Unity **Basic**
- Photoshop **Efficient**
- Premiere Pro **Efficient**

Language Skills

- Swedish **Native**
- English **Fluent**

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Education

2017 - 2020 ● **Game Programming**
The Game Assembly
Throughout 8 interdisciplinary game projects I've created games using C++. The 4 latter was done in our own engine I helped create. Thereafter my focus have mainly been on gameplay programming.

Selection of specifics:

- Player movement
- 3rd person aim/shoot mechanics
- AI movement and behaviours
- First person shooter controls
- Dynamic HUD display

2011 - 2012 ● **Live Broadcasting Specialist**
Xenter
Specialized in live TV production taking part in sports and entertainment productions. Learned to produce and film as part of a production team, big or small.

I believe in goodness. Good people make me want to be better and I aim to inspire others to feel the same. Good teams make good games. Great teams make great games. Let's be great!

Experience

2019 - 2020 ● **Programmer Intern**
Tarsier Studios
Worked on several projects in Unreal Engine 4 including Little Nightmares 2 mainly as gameplay programmer with contributions to UI and visual effects (particles etc.).

2009 - 2017 ● **Media Producer**
Brynäs IF Hockey
Responsible for all media during every sports event throughout the seasons. Lead a small team delivering customized videos, effects, light shows, music and much more.

Interests



Gaming



Friends



Movies



Sports