MATTIAS ÅSTRÖM

Game Programmer

CONTACT

Location:
Stockholm, Sweden.

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Portfolio:
MattiasAstrom.github.io

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SKILLS

Languages:
C++
C#
Json

Game Engines:
Unity
Unreal
The Game Assembly In-house Engine

IDEs:
Visual Studio
Rider

Version Control:
Perforce (P4V)
GitKraken
Fork

Agile Development tools:
Scrum

APIs:
DirectX 11
PhysX
FMOD

LANGUAGES

Swedish - Native
English - Fluent

ABOUT

I am a game programmer freshly graduated from The Game Assembly in Stockholm. My journey in game development has equipped me with a strong understanding of not just refining game mechanics but also the broader aspects of game creation, from concept to execution. I'm committed to creating games that leave a lasting impact and keep players coming back for more.

EDUCATION

The Game Assembly - Game Programming
2021-2024 | Stockholm, Sweden

Södertörns Högskola – The Game Program with a focus on game Design and Scripting
2018-2021 | Stockholm, Sweden

EXPERIENCE

Game Developer Intern
MAG Interactive, Stockholm, Sweden
08/2023 - 04/2024
- Collaborated with senior developers to implement new gameplay features and mechanics.
- Resolved technical issues and bugs to improve overall game performance and user experience.
- Worked with cross-functional teams, including artists and designers, to ensure cohesive integration of assets and features.

REFERENCE

References available upon request