HAMPUS HAGENBORN

GAME PROGRAMMER

SUMMARY

Experienced game programmer with a passion for creating performance-optimized gameplay mechanics, from systems to player controllers, movement, and combat mechanics in Unity and C++ in Unreal Engine.

SKILLS

- Unity
- Unreal Engine
- C#
- C++
- Perforce
- Git

CONTACT DETAILS

- hampus0405@gmail.com
- 070-8771442

LINKS

- Linkedin
- Portfolio

REFERENCES

References are given upon request.

EXPERIENCE

Meadgard
(May 2025 - Dec 2025)

Oddiko, Gothenburg
Role: Systems Game Programmer
Team size: 6 people

Areas of responsibility

- Core gameplay features, covering systems from decoration systems to consumable player interactions.
- Refining existing core systems to enhance functionality and player experience.

EDUCATION

Futuregames, Malmö
(Sep 2023 - Dec 2025)

Game Programmer Specialization

- Gained C# and C++ experience through Unity and Unreal Engine development.
- Gained experience in network programming for multiplayer development in Unity.
- Gained experience in artificial intelligence for gameplay systems, like enemies.

Specialization

Systems & Gameplay Programmer

GAME PROJECTS

Inventory System

Unreal Engine 5 | C++

- ItemData
- Interaction
- Inventory
- Tooltip
- Item Switcher

Project Summary

This system allows for stackable items of various types and sizes, plus a carrying capacity and weight system.
The system is structured in a way that allows easy improvements and additions.

Movement System

Unreal Engine 5 | C++

- Double Jump
- Dash
- Wall-Run
- Ledge Climb
- Crouch & Sliding

Project Summary

A movement system made in Unreal Engine and C++ that allows for wall running, ledge cimbing, sliding and more.