

# Evert Andersson

Game programmer

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Portfolio: [evertandersson.se](http://evertandersson.se)



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## SUMMARY

Passionate game programmer with two years' experience in C#, C++, Unreal Engine, Unity and GameMaker Studio 2. Has worked in multiple successful game projects and has studied both game graphics and game programming.

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## SKILLS

TECHNICAL SKILLS:

C# | C++ | Unreal Engine | Unity | GameMaker Studio 2 | Perforce | Github | Visual Studio

SOFT SKILLS:

Communication | Creative | Fast Learner | Attention to detail | Helpful | Problem solver

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## GAME PROJECTS

### Undead Dungeons

Github: <https://github.com/evertandersson/Undead-Dungeons>

A Dark Souls-inspired 2D platformer with various levels, immersive environments, compelling level design, and engaging boss fights.

Developed in GameMaker Studio 2 in my free time.

### Rabbit Souls

Itch.io: <https://futuregames.itch.io/rabbit-souls>

Responsible for UI, Enemy AI, Camera Script, and parts of the Player Controller.

Developed in Unity C# in Group Project 1 at FutureGames.

### Paddle Panic

Itch.io: <https://futuregames.itch.io/paddle-panic>

Developed player controllers, shop menu and kayak customization. Was awarded Game of the Year at Rookie Awards 2024.

Developed in Unity C# in Group Project 2 at FutureGames.

### The Neglect

Itch.io: <https://futuregames.itch.io/fg23gp3-malwar-team02>

Managed UI, Player Inventory, item inspection, and some puzzles.

Developed in Unreal Engine C++ in Group Project 3 at FutureGames.

### Spaceborgs

Itch.io: <https://futuregames.itch.io/spaceborgs>

Developed player controllers, functionality for three different weapons, inventory system and animation code.

Developed in Unreal Engine C++ in Group Project 3 at FutureGames

### Diablo-like RPG as *Degree Project*

Github: <https://github.com/evertandersson/diablodegreeproject>

Developed fluid and responsive player controllers, Enemy AI for 4 different enemies, Inventory System, Skill Tree, Save Manager, Object Pooling.

Developed in Unity C#.

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## EDUCATION

- Backaskolan
- Lovisaskolan
- Tokyo International School 2013 - 2015
- Fäladsgården 2015 - 2018
- Game graphics at LBS 2018 - 2021
- Hermods - Programming 1 and Mathematics 3b
- Game programming at FutureGames 2023 - now

## OTHER EXPERIENCES

- Completed primary school with good grades.
- Completed gymnasium education; game graphics on LBS.
- Two years at Tokyo International School.
- Worked as an hourly employee at a nursing home for elders in Ängelholm 2021 - 2022.
- Worked at a nursing home in Lund 2023 – 2024.
- Has driver's licence.