Carl Lindstedt

GAME PROGRAMMER

- Stockholm, Sweden
- carl@lindstedt.net
- Portfolio
- LinkedIn
- Github
- +46731000081

SKILLS

C++   Unreal Engine 4 & 5

C#   Unity   Blender

Photoshop

TOOLS

Jira   Git   Perforce   Miro

Trello   Scrum

PROJECTS

Hyper Blaze   10 weeks
System Programmer | UI Programmer
An online multiplayer first personshooter sports game.
Unreal Engine 5 | C++

Epilogue ⬈   4 weeks
System Programmer | UI Programmer
A first-person roguelike shooter.
Unreal Engine 5 | C++

Grim Intervention ⬈   7 weeks
Product Owner | System Programmer |
UI Programmer
A roguelike top-down hack n' slash.
Unreal Engine 5 | C++

The Re-Aliving of the Un-Alive ⬈   4 weeks
System Programmer | Gameplay Programmer
A two player co-op puzzle adventure game.
Unity | C#

CanMan: Plants Gone Wild ⬈   4 weeks
Animator | Gameplay Programmer
A shoot'em up boss-killer game.
Unity | C#

EDUCATION

Futuregames   2022 - Present
Game Programmer
Higher Vocational Education Diploma | Stockholm

Futuregames   2021
Game Engines Course
Online Preparatory Course | Unreal Engine | Stockholm

NTI Gymnasiet   2018-2021
Technology Programme
Upper Secondary Education | Media Technology | Stockholm