

# Fredrik Hanses

## Game Programmer



### Contact



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### Skill Highlights

- C#
- C++
- GitHub
- SDL
- SFML
- XNA
- Unity
- Unreal
- Perforce
- Visual Studio
- MonoGame
- Agile Workflow

### Languages

- Swedish — Native
- English — Advanced
- Spanish — Intermediate
- French — Beginner

### Hobbies

- Video Games
- Snowboarding
- Board Games
- Traveling

### Work Experience

2022 – Ongoing | Game Programmer | Resolution Games | Stockholm

- Currently working on the VR game Demeo.

2021 – 2022 | Programmer Intern | Conifer Games | Stockholm

- I helped Conifer Games develop a prototype to test new gameplay ideas. My work was focused on implementing UI, gameplay functionality and AI.

### Game Projects

2021 – 2021 | [Mare Nostrum](#) | 10 weeks | 3 developers | Futuregames

- Singleplayer strategy game. Our degree project, made in C++ with the library SFML. I made most of the of UI.

2020 – 2020 | [Seventh Circle](#) | 4 weeks | 9 developers | Futuregames

- Narrative puzzle game made in Unreal. During this project I tried to use more C++, but I also used Blueprint, especially for the UI.

2020 – 2020 | [Alter](#) | 7 weeks | 11 developers | Futuregames

- Narrative puzzle platformer adventure made in Unity. In this project I learned to really be diverse and work with nearly every aspect of the game.

2020 – 2020 | [Arrowhood](#) | 4 weeks | 13 developers | Futuregames

- Competitive FPS game. My Unreal engine debut. I used a bit of C++ but mostly Blueprint due to the project length and my skill level at the time.

2019 – 2019 | [Bullet Hell](#) | 4 weeks | 3 developers | Futuregames

- Retro arcade shoot-em-up. Learned to use C++ and some engine coding by working with the SDL library.

2019 – 2019 | [Project Brawl](#) | 2 weeks | 5 developers | Futuregames

- Competitive brawl game with pixel art graphics made in Unity. Our first game project at Futuregames and my first extensive use of C#.

### Education

2019 – 2021 | Game Programming | Futuregames | Stockholm

- Completed the program Game Programmer at Futuregames, a higher vocational education. Here I learned C# and C++ in engines such as Unity and Unreal Engine 4. Many courses was taught from people who work in the industry.

2015 – 2019 | Information Technology | KTH | Stockholm

- Studied The Master of Science in Information Technology at KTH. Here I learned the basics of programming, some advanced math and how microelectronics work. I decided to leave KTH and apply to Futuregames in early 2019.