

# SAMUEL HÅKANSSON

JUNIOR GAME PROGRAMMER

## CONTACT

☎ (+46)76-145 94 81  
✉ samuelhakansson752@gmail.com  
📍 Eslöv, Sweden  
🌐 <https://samuelhakansson.se/>  
[GitHub](#)

## PROFILE SUMMARY

Junior Game Programmer, Looking for LIA placement, with experience developing in Unity & Unreal Engine using C# / Blueprint. Passionate about creating gameplay systems. Eager to learn and improve my skills and contribute to creating engaging experiences as part of a game development team.

## SKILLS

- C#
- Unity
- Unreal Engine
- C++
- Visual Studio
- GitHub

## EDUCATION

### Game Programming

JANUARY 2025 - PRESENT

Grit Games

- Game Development with C#
- Game Development with C++

### Game Development

AUGUST 2019 - JUNE 2022

LBS Lund (Gymnasium)

- Upper secondary education focused on game development fundamentals

## LANGUAGES

- Swedish - Native
- English - Fluent

## PROJECTS

### Duty Calls - The Reich's Shadow | Unity / C#

A 5-week game project done in a group as part of a course.

Implemented majority of the gameplay features/systems including:

- Wave Spawner
- Interaction System
- Weapon System

Portfolio: <https://samuelhakansson.se/gameproject3/>

Itch.io: <https://storhammarn.itch.io/dc-the-reichs-shadow>

### Spirit Tamers - Lynrae's Awakening | Unreal Engine / Blueprint

A 5-week game project done in a group as part of a course.

Primarily responsible for implementing the **save/load** system, **crafting** system.

Portfolio: <https://samuelhakansson.se/gameproject4/>

Itch.io: <https://storhammarn.itch.io/spirit-tamers-lynraes-awakening>