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| Daniel Jonsson

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| game Programmer |

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| Contact InformationSträngnäs, Sweden(+46) 73 63 40 676danieljonson@hotmail.comDriver’s LicenseB - licenseLinks[LinkedIn](https://www.linkedin.com/in/daniel-jonsson-a02859216/)[Portfolio](https://djonsson.net/)[GitHub](https://github.com/Dodjoj91)Competence

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| C++ |
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| C# |
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| Unity |
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| Unreal Engine |
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Visual Studio |
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| Jira/Trello |
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| GitHub/Perforce |
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Languages

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| Swedish |
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| English |
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| En bild som visar natthimmel  Automatiskt genererad beskrivning | About |
|  | I am a passionate game developer with expertise in Unity and Unreal Engine, experienced in small team collaboration, a knack for multiplayer game development, strong time management skills, and a well-rounded skill set in gameplay, audio, and UI. |

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| En bild som visar text, tecken  Automatiskt genererad beskrivning | Work Experience |
|  | Game Developer at Experiment 101, StockholmJanuary 2024 — OngoingUsing Unreal Engine 5 in C++. Been involved in creating character abilities. Have also designed missions, and further developing their scripting tools to add more versatility in missions.Generalist Programmer at Might & Delight, StockholmSeptember 2022 — January 2024The work has been focusing on debugging and fixes to systems across their multiplayer game Book of Travels.Different network components to sync properly between Client & Server. As in getting server's weather system to sync with all the clients, fixed sync issues with vehicles on the server. But I have also delved into interactions, audio & gameplay fixes.Colonial (Warehouse Worker) at Menigo Foodservice AB, SträngnäsDecember 2019 — August 2020Pick and prepare goods and deliver them at their designated area in the warehouse.Transport (Foreman) at Menigo Foodservice AB, SträngnäsJune 2018 — December 2019Responsibility of Transport personal. I also took care of incoming goods from drivers and loaded goods to then be delivered to our warehouse in Stockholm. |

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| En bild som visar bord, soffbord  Automatiskt genererad beskrivning | Education |
|  | Higher Vocation Education - Game Programming, The Game Assembly, StockholmSeptember 2020 — August 2022An education that focuses on C++ programming courses and game development of 8 games.The games are created in four different game engines: **Unity**, **TGA2D** (Schools own engine), **Wondrous Engine** (our own created engine in C++) and in **Unreal Engine 5**.Municipal Adult Education, SträngnäsAugust 2012 — April 2015 |

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