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| Daniel Jonsson   |  | | --- | | game Programmer | | |
| Contact Information Strängnäs, Sweden  (+46) 73 63 40 676  [danieljonson@hotmail.com](mailto:danieljonson@hotmail.com) Driver’s License B - license Links [LinkedIn](https://www.linkedin.com/in/daniel-jonsson-a02859216/)  [Portfolio](https://djonsson.net/)  [GitHub](https://github.com/Dodjoj91) Competence  |  |  | | --- | --- | | C++ | | |  |  |  |  |  | | --- | --- | | C# | | |  |  |  |  |  | | --- | --- | | Unity | | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | Unreal Engine | | |  |  |   Visual Studio | | |  |  | | Jira/Trello | | |  |  |  |  |  | | --- | --- | | GitHub/Perforce | | |  |  |  Languages  |  |  | | --- | --- | | Swedish | | |  |  |  |  |  | | --- | --- | | English | | |  |  | | |  |  |  |  | | --- | --- | --- | --- | | 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. | |  |  |  |  | | --- | --- | --- | | En bild som visar text, tecken  Automatiskt genererad beskrivning | | Work Experience | |  | Game Developer at Experiment 101, Stockholm January 2024 — Ongoing  Using 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, Stockholm September 2022 — January 2024  The 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, Strängnäs December 2019 — August 2020  Pick and prepare goods and deliver them at their designated area in the warehouse. Transport (Foreman) at Menigo Foodservice AB, Strängnäs June 2018 — December 2019  Responsibility of Transport personal. I also took care of incoming goods from drivers and loaded goods to then be delivered to our warehouse in Stockholm. | |  |  |  |  |  | | --- | --- | --- | --- | | En bild som visar bord, soffbord  Automatiskt genererad beskrivning | | Education | | |  | Higher Vocation Education - Game Programming, The Game Assembly, Stockholm September 2020 — August 2022  An 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, Strängnäs August 2012 — April 2015 | | |