



Jonathan Andersson

System & Tools Programmer

A result-driven system & tools programmer with 4 years of experience, that loves working with other people. Proficient in communication, teamwork & coding in C++/C#. I am dedicated to creating the best games I can by designing critical systems and easing development with handy tools. Known for my easygoing attitude & optimistic spirit.

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Skills

Unreal Engine

Unity

Perforce

Github

Debugging

Communication

Teamwork

Languages

English

Swedish

C++

C#

Work experience

Programmer

Playdead ApS, Copenhagen

- . Gameplay systems and tools development
- . Playtest analytics and data visualization
- . Wwise implementation and features in unreal engine
- . MongoDB data management

April 2025

September 2026

Intern Programmer

Playdead ApS, Copenhagen

- . Learned how to work in a professional environment
- . Creating and maintaining features in unreal engine
- . Cross-disciplinary communication

September 2024

April 2025

Education

Game Programmer

The Game Assembly, Malmö

- . C++ knowledge
- . C# knowledge
- . Scrum
- . Unity
- . In-house engine

September 2022

April 2025

Game Development

Ljud och Bild Skola (LBS), Lund

- . Basics of game development and coding

August 2019

June 2022

References

Mikael Garde
Lead Programmer
Playdead ApS
mikael@playdead.com