



# 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#

## References

Mikael Garde

Lead Programmer Playdead

ApS

mikael@sleimanngarde.com

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## Work experience

### Programmer

April 2025

September 2026

Playdead ApS, Copenhagen

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

### Intern Programmer

September 2024

April 2025

Playdead ApS, Copenhagen

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

## Education

### Game Programmer

September 2022

April 2025

The Game Assembly, Malmö

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

### Game Development

August 2019

June 2022

Ljud och Bild Skola (LBS), Lund

- Basics of game development and coding