



Kristofer Sell

Game Programmer

An adaptable and passionate game developer with a strong foundation in C# and Unity, and a growing interest for other development tools. I have hands-on experience collaborating with teams to deliver creative and functional game products, motivated by new challenges eager to expand my skill set. My goal is to contribute to innovative projects while continuing to develop professionally in a dynamic and creative environment.

[Portfolio](#) [Repository](#) [LinkedIn](#)

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Work Experience



A Bit Ago Studio
Game Programmer
2023-2024

I was working on a new game that is currently under non-disclosure agreement. My assignments were to implement the core mechanics in the game. The role also involved being a technical designer, as I was brainstorming new ideas for the gameplay experience and implementing interface for better user experience.



Blamorama Games
Game Programmer
01.2023-06.2023

Internship that was part of my education at Futuregames. During the internship I was working on a new game that is currently under non-disclosure agreement. In the project I was solo programmer and was in charge of implementing the core mechanics and other features. As lead programmer, the role also involved the responsibility of helping the team with work on the game engine and to contribute with ideas for better gameplay experience.

Technical Experience

| | | | |
|--------------|---------------|--------------|------|
| C# | C++ | HTML | Java |
| Unity Engine | Unreal Engine | Godot Engine | |
| Git | Figma | Blender | Maya |

Education



Game Programmer
Futuregames, Sweden
2020-2023

Vocational education in game programming where the main focus were the language C# and the game engine *Unity Engine*. During my time at the education I got essential skills, like important game programming patterns such as *Inheritance*, *Observer Pattern* and *Object-oriented programming*.

I participated in three different game projects and got awards in all of them. More information about them are located in my portfolio.

I did internship as part of education during the last semester and graduated june 2023.

Other Experiences

Teacher

I volunteered as a teacher for a introduction course in game programming on a folk high school. It was a experience that gave me deep insight and gave additional expertise in communication and problem-solving.

Helpdesk Technician

Freelance employment at assigned locations to be at assistance for different offices with their computer and separate technical units. I also offered technical support for both hard- and software when needed. This employment gave me insight in problem-solving and being an initiator.

Salesperson

For a short period of time I worked as a salesperson with the focusing task of marketing a product. I experienced excellent collaboration with my team; when I interacted with customers, I communicated in a professional manner. This employment gave me insight in team coordination and communication.