



ERIK LJUNGMAN

Game Programmer

CONTACT

✉ erik.ljungman@gmail.com

☎ +46 70-560 71 55

📍 Malmö, Sweden

🌐 www.erikljungman.com

SKILLS

PROFICIENT

- C++
- C#
- Visual Studio
- Perforce
- Unreal Engine 5
- Rider

BASIC KNOWLEDGE

- ImGui
- Scrum

LANGUAGE

- Swedish - Native
- English - Fluent

I am a game programmer with a love for UI, AI and Gameplay. I thrive in teamwork situations and I take the initiative to get tasks done.

WORK EXPERIENCE

Game Programmer - Playwood Project ApS

Full-time, On-site | Apr 2024 - Present

- Continued work on Successor and helped write new core systems, as well as revise old systems.

Game Programmer - Playwood Project ApS

Internship, On-site | Aug 2023 - Apr 2024

- Worked on many different parts of the now released game Successor including Gameplay, AI and UI for both PC and VR.

EDUCATION BACKGROUND

Game Programmer

The Game Assembly | 2021 - 2024
Higher Vocational Education

- Courses with focus on scripting, AI, tools, network in C++
- Completed 8 group game projects

Game Development

Halmstad Ljud & Bild skola | 2019 - 2021
Upper Secondary School

- Basic programming courses in C#
- Linear algebra