

# FREDRIK LUNDIN

GAME PROGRAMMER

## CONTACT

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Stockholm

## LINKS

### Portfolio:

[www.fredriklundin.dev](http://www.fredriklundin.dev)

### GitHub:

[github.com/fredriklundinjit](https://github.com/fredriklundinjit)

[LinkedIn](#)

## TECHNICAL SKILLS

- C++
- C#
- HLSL
- Unity
- Perforce
- Visual Studio
- Custom Engine Workflow
- Python (basics)
- Java (basics)
- FMOD

## OTHER SKILLS

- Project Management
- Communication & Teamwork
- Storytelling & Dramaturgy
- Teaching & Pedagogy

## LANGUAGES

Swedish — Native

English — Fluent

## REFERENCES

Available on request

## ABOUT ME

Trained actor turned game developer — B.A. in Acting from the Theatre Academy in Malmö, now studying Game Programming at The Game Assembly in Stockholm. Experienced in C++ engine development and cross-functional team collaboration. Storytelling is central to how I approach my work, and I believe that any memorable game experience is built on the same foundation as great theatre: a shared vision and the ability to communicate openly with the people around you. That part isn't optional.

## EDUCATION

### Game Programming (Higher Vocational Education)

*The Game Assembly, Stockholm* Ongoing

A hands-on, practical, high-tempo education providing a deep foundation in game programming. The education gives you a generalist education, with subjects covering AI, Linear Algebra, Networking, and more, all with a game programming focus. It also includes 7 cross-disciplinary game projects, working closely with other disciplines, following Scrum while building a custom engine.

### B.A. Acting

*Theatre Academy Malmö · Lund University* 2015–2018

A project-based, fast-paced, practical education, preparing the students for a professional career in acting. With a focus on collaboration and situation-based acting, understanding why a story is compelling, and what drives people to make the choices they make.

### Preparatory – Acting

*Fridhems Folk High School, Svalöv* 2013–2015

Preparatory education with a strong focus on group work and learning the fundamentals of acting.

## WORK EXPERIENCE (SELECTED)

### Shop Assistant

*Naturkompaniet* Mar 2022 – Aug 2024 · Gothenburg

– Part-time role with focus on customer service, product knowledge, and team collaboration.

### Actor

*Los Niños Films* Jan–Apr 2024 · Colombia

– Actor in "Todos mis viajes son viajes de regreso", filmed on location in Colombia.

### Lobby Host

*Gothenburg Concert Hall* Mar 2022 – Feb 2023 · Gothenburg

– Front-of-house role with emphasis on service quality and team collaboration.

### Actor

*Teater Tribunalen* Jun 2021 – Feb 2022 · Stockholm

– Project-based role in "Inte ett ljud".

### Actor

*Riksteatern* Jan–May 2021 · Stockholm

– Project-based role in "Fritt fall".

### Drama Teacher

*Kulturskolan Nacka* Sep–Dec 2021 · Stockholm

– Taught children aged 7–13. Responsible for planning and course structure.

### Shop Assistant

*Dr Denim* Oct 2019 – Feb 2022 · Stockholm / Gothenburg

– On-call retail role with responsibility for purchasing and visual merchandising.

### Actor

*Gothenburg City Theatre* Dec 2018 – May 2019 · Gothenburg

– Project-based role in "Lärda kvinnor".

## ADDITIONAL EDUCATION

### Programming in Java

*Kristianstad University* 2024

### Basic Programming in Python

*Borås University* 2024