



# RASMUS EKELUND

GAMEPLAY/  
NETWORK  
PROGRAMMER

## INTRODUCTION

Long lasting passion for game development, looking to expand my skills. Ambitious, humble and a great love for teamwork and communication.

## SKILLS

### Advanced:

C++, C#, Git, Perforce,  
Unreal Engine,  
Unity

### Intermediate:

Java, HTML, CSS, Blender,  
Android Studio

## CONTACT

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## EDUCATION

### **Game programming TGA, 2020-2023**

Learned a lot of various tools, networking, linear algebra, graphics programming, Advanced C++

### **Game programming Malmö Universitet, 2017-2018**

Basic C# and Unity experience.

### **International Baccalearatee, Malmö Borgarskola, 2012-2015**

High school, where every course was taught in english.

## EXPERIENCE

### **Consultant C# - Qronos, 6 months 2019**

IT-consultant at Qronos working on system development at Trygg Hansa. Where I also got the opportunity to lead a team as SCRUM-master. Mostly backend but some front-end as well.

### **Unreal Engine projects, 2 years 2017- 2019**

- **BallRacer.** Racing game with client interpolation, handling packet loss and great focus on player mechanics. **2019(8 months)**

- **Go-Karts.** Multiplayer racing game with steam API connection. **2018(~6 months)**

- **Tanks.** Third-person shooter with simple AI that can move through terrain. Udemy course. **2017-2018(~6 months)**