



HAMPUS HAGENBORN

GAME PROGRAMMER

SUMMARY

Experienced game programmer with a passion for creating performance-optimized gameplay mechanics, from systems to player controllers, movement, and combat mechanics in Unity and C++ in Unreal Engine.

SKILLS

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

CONTACT DETAILS

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LINKS

- [Linkedin](#)
- [Portfolio](#)

GAME PROJECTS

Mood 666

Role: Programmer

- Alpha Enemy AI
- Gibbing Pickup [Not Implemented]
- Bug Fixing

Project Summary

Mood 666 is a fast-paced shooter inspired by "Doom" and is made for PC. The game was created in Unreal Engine by a team of 12 people, in a span of 4 weeks.

Project E.L.F

Role: Programmer

- Dialogue system
- Fixing puzzle logic

Project Summary

Project E.L.F is a third-person puzzle game made for PC. The game was created in Unreal Engine by a team of 13 people, in a span of 7 weeks.

Amplifish

Role: Programmer

- Character Controller
- Movement System
- Combat System
- Death System

Project Summary

Amplifish is an FPS game made for PC. Amplifish was made by a team of 14 people in Unity in the span of 4 weeks.

EDUCATION

Futuregames, Malmö

General Education (Sep 2023 - Present)

Game Programmer

Specialization

Gameplay Programmer