

# John Lundström

## Gameplay programmer



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## Professional Summary

Disciplined and meticulous game programmer with 2.5 years of experience developing games, mechanics and systems in multiple engines and programming languages. Investigative and curious mindset that facilitates learning and creative solutions. Committed to delivering high-quality products by serving the team and fostering an efficient, collaborative, and positive work environment.

## Experience

### Game Programming Intern, *Filimundus AB*

Feb 2023 - Present | Stockholm

- Developed features and systems for the mobile game platform.
- Refactored and expanded upon legacy code.
- Managed branching strategy and game builds for Android and iOS.
- Maintained code and fixed bugs for older apps.

## Projects

### Moose Lost in the Woods, *C#, Unity, FMOD*

Mar 2023 - Jun 2023

- Delivered a larger-scale game and managed a team of eight. Responsible for player gameplay mechanics, UI/Menu functionality, and audio design and implementation using FMOD.
- Designed and implemented accessibility features to fit our target audience of 7-9 year olds such as coyote time, an assistive and easy-to-use camera, and an adaptive button graphic system.

### Pac-Man Level Generator, *C#, Unity*

Sep 2023 - Nov 2023

- Created a procedural level generator using the Wave Function Collapse Algorithm as a base.
- Optimized the algorithm by using more efficient data structures.

### AI Behavior Decision System, *GScript, Godot*

Feb 2024 - April 2024

- Focused on developing features using a component mindset to increase the reusability of behaviors.
- Designed and implemented 3 different AI with varying levels of autonomy.

## Hard Skills

C#

GScript

HTML

CSS

FMOD

Unity

Godot

Perforce

Git

Jira

Xcode

## Soft Skills

- Creative Problem Solving.
- Analytical Thinking.
- Project Planning.
- Agile Development.
- Game Analysis.
- Interpersonal Skills.

## Education

**Södertörn University**, *Bachelor of Science in Media Technology | Game Design and Scripting*

Aug 2021 - Jun 2024 | Stockholm

## Achievements

### Best Narrative Winner,

*Moose Lost in the Woods*

Sweden Game Awards 2023

### Gamer's Choice Winner,

*Moose Lost in the Woods*

Sweden Game Awards 2023

