

CONTACT

 Tingsryd, Sweden

 [Portfolio](#)

 contact@jonathankarlsson.com

 +46 72-211 26 45

 [LinkedIn](#)

SKILL SUMMARY

Programming

- C++, C#
- HLSL, GLSL, Slang

Game Engines

- Unity
- Unreal Engine
- Godot

Graphics APIs

- Vulkan
- DirectX 11
- OpenGL

Tools

- Git
- Perforce
- Visual Studio

LANGUAGE PROFICIENCIES

- Swedish (Native)
- English (Fluent)

Profile

I'm a game programming graduate from The Game Assembly, Malmö, with a lifelong passion for game development. My interests span the full development pipeline, with a particular focus on engine programming, rendering systems, gameplay systems, and procedural generation.

I'm currently seeking both full-time and part-time opportunities in programming or QA, and I'm open to relocating.

Work Experience

Freelance Game Programmer

Apr 2026 - Present

Freelance | Remote | Part-time

- Working on an unannounced project.

Game Programmer Intern

Sep 2025 - Apr 2026

Wolfgame | Remote

- Built combat, interaction, and stat systems for an **Unreal Engine 5.4** RPG vertical slice using **GAS**.
- Developed a world-state **serialization system** supporting persistence of gameplay objects, player progression, and AI state across save/load cycles.

Education

The Game Assembly, Malmö

2023 - 2026

Game Programmer | Higher Vocational Education

- Two years of full-time **C++ programming**.
- Developed 7 **cross-disciplinary game projects** using **agile development practices**.
- Developed a custom **DirectX 11** rendering engine in C++.
- Specialized in **procedural generation**.

LBS, Kristianstad

2013 - 2016

Game Development | Upper Secondary School

Personal Projects

Vulkan-based 3D Game Engine (C++)

- A 3D game engine developed in C++, featuring a modern Vulkan GPU-driven bindless renderer.
- Additional features: Deferred lighting, skeletal animation, compute culling, cascaded shadow maps, SMAA.