MARTIN RENDAHL
GAME DEVELOPER

CONTACT DETAILS

- +46 76 275 94 40
- martin.rendahl@hotmail.com
- LinkedIn
- Portfolio
- GitHub

RELEVANT SKILLS

- **C#**
- **C++**
- **Unity**
- **Unreal engine 5**
- **Perforce**
- **Git**
- **Jira**
- **Good communication skills**
- **Vast knowledge of video games**

LANGUAGES

- **Swedish**, Native
- **English**, very good in both speech and writing

PROJECTS

By pressing the portfolio link under contact details you will able to view some of the projects and games that I have created during my studies at Futuregames and on my free time.

As an avid gamer at heart, my passion extends into the realm of game development. I enjoy staying up-to-date with the latest gaming trends and technology. While my primary expertise lies in programming, I am intrigued by every facet of the development process. I hold a particular interest in gameplay programming, UI/UX programming, and quality assurance.

EDUCATION

Game Programmer | Futuregames | Aug 2021 - Dec 2023
Education in game programming, where I acquired a solid understanding of the fundamentals in both programming and game development as a whole. Throughout this educational journey, I actively participated in four significant group projects, collaborating with designers, artists, and fellow programmers. Together, we created games within time periods ranging from 2 to 10 weeks.

Game Engines | Futuregames | Feb 2021 - Jun 2021
A four-month-long course where I learned the fundamentals of game development and learned how to create games in Unreal Engine. The course consisted of assignments and two group projects.

Technology program | Klara Södra | Aug 2015 - Jun 2018
High School Technology education with specialization in game development.

WORK EXPERIENCE

Game Programmer | Project 12 AB, Stockholm | Dec 2023 - Present
- Collaborate within a small, dynamic team to contribute to the development of an upcoming game in Unity (C#).
- Develop key elements of the game through gameplay, systems, and UI/UX programming.
- Participate in code reviews, sprint planning and design meetings.
- Engage in the optimization and cleanup of existing codebase, enhancing overall performance and maintainability.
- Shape design through input in conceptualization, balancing, and playtesting, enhancing iterative development of game features.
- Ensure the quality of the game through manual and automated testing, utilizing bug tracking software.

Game Programmer Internship| Project 12 AB, Stockholm | May 2023 - Dec 2023
Interning as a Generalist programmer at Project 12 AB.
- Collaborated in a small team on gameplay, systems, and UI programming.
- Contributed to an unreleased rogue-lite made in Unity(C#) from concept to completion.
- Implemented player controller/movement, abilities and upgrades.
- Took part in code reviews, sprint planning and design meetings.

Archivist | Crowe Horwath, Stockholm | Jun 2015 - 2022
Worked as an archivist at Crowe Horwath auditing firm every summer, where I archived audit files, cleared out old audit files, structured the archive for future audit files and kept the archive clean.

Mail carrier | Bring, Stockholm | Sep 2018 - Feb 2020
Worked as mail carrier at Bring/Citymail where I sorted incoming mail, returned misdirected mail and delivered mail and packages.

REFERENCE

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