

Jacob Engelhardt

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I am an educated game designer and programmer. I have experience working on several game projects both solo and in groups, mainly as a programmer with a shared responsibility of design. I am proficient in the programming languages C/C++ and C#, tools for version control such as Git and Unity, and game engines such as Unity, Godot and Unreal Engine 5.

Skills

Languages: Swedish (Native), English (Fluent)

Programming Languages: C/C++, C#, Kotlin

Tools: Unity, Godot, Unreal Engine 5, Git, Plastic SCM, Jira

Work Experience

Teaching Assistant in Game Design and Programming

Uppsala University

Sept 2024 – Jan 2025

Visby, Sweden

Experience

Group projects:

Atlantean Descent

Mar – Jun 2024

Uppsala University: “Game Production 2 – Vertical Slice”

Role: Programmer

Competencies: Unreal Engine 5, Blueprints,
Git, Turn-Based Combat, AI

Gold Fishing

Mar – May 2023

Uppsala University: “Game Production 1 – Arcade Games”

Role: Product Owner, Programmer

Competencies: Unity, C#, Scrum, Plastic SCM

Additional: Displayed at Gotland Game Conference 2023.

Nominee for the award “Best Arcade Experience”

Solo projects:

Tetris Recreation

Sept – Oct 2023

Uppsala University: “C/C++4 –Computer Games in 2D”

Role: Programmer

Competencies: C++, Git, Tile systems

Education

Ongoing:

Bachelors in Game Design and Programming

Uppsala University

Sept 2022 – Jun 2025

Visby, Sweden

Interests

- Photography
- Physical and Digital Drawing
- Playing Musical Instruments