

# Jacob Engelhardt

• Visby, Gotland, Sweden • je03@live.se • +46-72 272 56 61

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

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**Languages:** Swedish (Native), English (Fluent)

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

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

## Work Experience

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### Teaching Assistant in Game Design and Programming

Uppsala University

Sept 2024 – Jan 2025

Visby, Sweden

## Experience

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### 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

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#### 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”

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### Solo projects:

#### Tetris Recreation

Sept – Oct 2023

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

**Role:** Programmer

**Competencies:** C++, Git, Tile systems

## Education

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### Ongoing:

#### Bachelors in Game Design and Programming

Sept 2022 – Jun 2025

Uppsala University

Visby, Sweden

## Interests

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- Photography
- Physical and Digital Drawing
- Playing Musical Instruments