



## CONTACT

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 Malmö, Skåne

## EDUCATION

### Futuregames

Game Programming

2024-2026

### Blekinge Institute of Technology

Bachelor in Media technology, focus on sound design and audio implementation in games

2020-2023

### Rönnegymnasiet

Upper secondary education, Teknik / Programming

2016 - 2019

## SKILLS

C++

C#

Unreal Engine

Unity

FMOD

Shader graph

Game design

Perforce

Git Hub

Ableton

# Oscar Anderlind

Programmer, sound designer

## PROFESSIONAL SUMMARY

I'm a passionate and driven game developer and programmer with experience and multiple projects in both Unity and Unreal Engine. I have a deep understanding of multiple disciplines, which informs how i write modular, scalable and designer / artist friendly code.

## EXPERIENCES

The best way to view these, and more, is on my portfolio:  
[oscaranderlind.com](http://oscaranderlind.com)

### King's Haven

2024-Present

Personal Project

- A solo project in Unity using C#
- A systems heavy card game with city building mechanics.

This is the longest project I've done, it has taught me a lot about scalable systems and building for the future. Working alone has had its pros and cons, I prefer working in a team but it has also forced me to learn a lot of aspects of developing. I've put the game page up on steam and i have aquired a publisher for the game.

### School Projects and Game Jams

- During my time studying at Future Games I've done 4 game projects, these are group projects with around 10 person teams. The time has ranged from 3-7 weeks long.
- These projects have been a huge benefit to feel what its like working in groups with people.
- I believe I am a good asset to the teams both in terms of hard skills and also as a good teammate.