



# Johan Liljedahl

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## 🎓 Education

### Game programmer, *Futuregames* 📄

08/2020 – 12/2022 | Stockholm, Sweden

### Gamemaker - Basic Game Development,

*Sunderby Folkhögskola* 📄

08/2019 – 05/2020

### Various Programming Courses, *Komvux (part-time)*

2014 – 2020 | Uppsala, Sweden

## 🧠 Skills

C++

C#

Luau

### Production Tools Programming

*Unreal Engine 4*

*Unreal Engine 5*

*Unity*

### Gameplay Programming

*Unity*

*Unreal Engine 4*

*Unreal Engine 5*

*Roblox Studio*

*Gamemaker Studio 2*

### UX/UI Implementation

### Mobile Platform Game Development

### Real-Time Software Development

### Experience with

*Motion Capture*

*USDs*

*Rendering Pipeline*

## 📁 Recent Professional Experience

### Real-Time Software Engineer / Tools

**Programmer**, *Viaplay Animation Studios (Internship)*

05/2022 – 12/2022 | Stockholm, Sweden

Working with cross-functional team to **build applications, engine features and tools in Unreal Engine to increase efficiency in production-workflow.**

### Gameplay Programmer, *The Gang*

03/2023 – present | Stockholm, Sverige

Working with creating new **gameplay systems & features** as well as **improving existing systems & features** for **multiplayer experiences** for **multiple platforms** in the Roblox engine.

## 🧩 Software

Unity

Unreal Engine 4

Unreal Engine 5

Roblox Studio

GameMaker Studio 2

Deadline

(*Renderfarm software*)

Jira

Perforce

Git

Sourcetree