



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

Luau

C++

C#

Gameplay Programming

Unreal Engine 4

Unreal Engine 5

Unity

Roblox Studio

Unity (Mobile Platform)

Gamemaker Studio 2

UX/UI Implementation

Production Tools Programming

Unreal Engine 4

Unreal Engine 5

Unity

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

Unreal Engine 4

Unreal Engine 5

Unity

Roblox Studio

GameMaker Studio 2

Deadline

(Renderfarm software)

Jira

Perforce

Git

Sourcetree