Albin Samuelsson

Malmö, Sweden

"Gameplay programmer with a strong passion for CCC. Currently studying programming at Futuregames. As a hardworking and enthusiastic individual, I am always eager to learn and grow, both as a person and developer."

Contacts
E-mail: hello@albinsamuelsson.se
Portfolio: albinsamuelsson.se

Technical Skills
Unreal Engine 5, C++, Unity, C#, Perforce, Git,
Logic Pro X, DaVinci Resolve

Languages
Swedish – native
English – fluent

Interests
Playing and writing music
Playing and developing games

Experience at Futuregames

Game project 3 – Wicked Tales: Blood Red Riding Hood
Role: Programmer | 2.5D, Third Person | Unreal Engine 5, C++ | Team of 11 | Seven weeks full-time
Itch.io page is here. My main contributions include:

- Character- and Camera Controller
- Audio Programming
- Music, SFX and Sound Design
- Perforce support
- Narrowed down our scope
- Game Trailer

Game project 2 – Extreme Zorbing
Role: Scrum Master and Programmer | Third Person | Unity, C# | Team of 15 | Five weeks full-time
Itch.io page is here. My main contributions include:

- Character- and Camera Controller
- Checkpoint System
- Animation Implementation
- Music
- Kept daily scrum meetings and weekly retrospectives
- Made sure we followed our schedule
- Handled communication issues within the team
- Helped settle personal issues between team members

Game project 1 – Lights Out
Role: Programming Lead | Top-Down | Unity, C# | Team of 12 | Three weeks full-time
Itch.io page is here. My main contributions include:

- UI Programming
- Camera Controller
- Lantern & Fuel Consumption
- Audio Programming
- Music & Sound Design
- Communicated daily with the other discipline leads and Product Owner as programming lead

Prior work experience

Door-to-door salesman, Quna AB (Göteborg & Malmö) 2021 – 2023

Start-up kombucha brewery with a small team of five full-time and five part-time workers. This resulted in me taking on many different roles and responsibilities, including production, delivery, interviewing and predominantly selling.

Kitchen and service, Max Burgers (Sundsvall & Mölndal) 2020 - 2021

Supervisor, Burger King (Kungsbacka) 2015 - 2019

My tasks surrounded everything from cash accounting to cleaning, but my primary responsibility was to plan the day and direct my employees so that the restaurant functioned. I also made sure that we follow all rules and guidelines set by Burger King and Livsmedelsverket.

- Received the highest grade in four revisions in a row - something no other restaurant in Sweden had succeeded with until then. This is all thanks to strong communication.

- My most important task as a supervisor was to be responsive if any workstation began to slack and needed backup. During hectic days when we sold for 17 000 kr/h I often directed 10-15 employees and adapted task assignments to everyone on an individual level based on their competences.

Education

Game Programmer, Futuregames (Malmö) 2023 - 2025

Gameplay specialization

Technology program, Aranäsgymnasiet (Kungsbacka) 2011 - 2014

Design & product development.