

Albin Samuelsson

Malmö, Sweden



*“**Gameplay programmer** specializing in **character, camera and movement**, currently studying 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: albingamedev@outlook.com

Portfolio: albinsamuelsson.se

Languages

Swedish – native

English – fluent

Technical Skills

Unreal Engine 5, C++, Unity, C#,
Perforce, Git, Jira

Interests

Playing and writing music

Playing and developing games

Driver’s license

Yes – B

Education

Game Programmer, Futuregames (Malmö)

2023 – 2025

Gameplay specialization

- Game project 4 – Mood 666
- Game project 3 – Wicked Tales: Blood Red Riding Hood
- Game project 2 – Extreme Zorbing
- Game project 1 – Lights Out

Technology program, Aranäsgymnasiet (Kungsbacka)

2011 - 2014

Design & product development.

Prior work experience

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

2021 – 2023

Production, delivery, interviewing, and predominantly selling.

Kitchen and service, Max Burgers (Sundsvall & Mölndal)

2020 - 2021

Supervisor, Burger King (Kungsbacka)

2015 - 2019

Directed my employees to keep the restaurant functioning. My most important tasks included to be responsive if a workstation began to slack, and to make sure we followed all rules set by Livsmedelsverket and Burger King.