

Simon Engqvist

Programmer

Programmer with over seven years of experience
Gameplay programmer at Fatshark

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GAME PROJECTS

Gameplay Programmer — Warhammer 40 000: Darktide

A first person multiplayer, action co-op game set in the Warhammer 40 000 universe. Developed with the in-house stingray engine and Lua

Working in the combat player mechanics team with developing the feature of the core combat loop. Implementing player locomotion, abilities, weapons and other player related features in a networked environment.

Gameplay Programmer — Toca Hair Salon 4

A creative avatar making for iOS and Android. Got over 5 million downloads in its first two months after release. Developed with Unity, C# and Cg/HLSL. Working with developing the core main feature of the game, character animation system, artist tools, import automation and much more.

Gameplay Programmer — Toca Kitchen Sushi

A sushi making children's game for iOS and Android aimed towards 6-9 year olds, released in December 2018. Developed with Unity, C# and Cg/HLSL.

Working with developing core gameplay features, designer tools and character animation system, character movement, and import automation.

Gameplay Programmer — Toca Mystery House

A horror-themed children's game for iOS and Android aimed towards 6-9 year olds, released in June 2018. Developed with Unity, C# and Cg/HLSL.

Working with a wide variety of responsibilities like gameplay, sound implementation, shaders, and developing tools.

PROGRAMMING EXPERIENCE

Gameplay Programmer — Fatshark, Stockholm

August 2021 - Present

Fatshark is a well renowned maker of co-op games. Most famous for their Warhammer fantasy games Vermintide and Vermintide 2

I'm currently working there as a **gameplay programmer** on the combat player mechanics team on the game Warhammer 40 000: Darktide.

Gameplay Programmer — Toca Boca, Stockholm

January 2018 - August 2021

Toca Boca is an outstanding and distinguished developer of children's games and digital toys for mobile platforms.

Worked as a **gameplay programmer** with a wide variety of responsibilities like gameplay, sound implementation, shaders, and development tools.

SOFT SKILLS

Fast learner, analytic, happy helper.

PROGRAMMING LANGUAGES

C# & .Net

Cg/HLSL

C/C++

Blueprint Visual Scripting

Java

Javascript

CSS & HTML

GAME ENGINES

Unreal Engine 4

Unity

TOOLS

Visual Studio

SVN

GIT

Perforce

Jenkins

TeamCity

Jira

PROJECT MANAGEMENT

SCRUM

Team leading

LANGUAGES

Swedish - Native

English - Fluent

Programmer, team leader — Data Ductus, Uppsala

May 2012 - July 2016

Data Ductus is an IT-consultant company that specializes in telecom, system integration and business logic. My responsibilities were to **develop** and **improve** web- and business systems both on the **server** and the **client** side.

I also **built**, **coached** and **led** a team of five developers that was responsible for the **management**, **development** and **operation** of over 50 crucial web- and business systems for a customer with over 20 000 employees.

EDUCATION

Game Design — FutureGames

September 2016 - August 2018

Two-year advanced higher vocational education at one of Sweden's most recognized school for game development. I have taken courses in **game design**, **game scripting**, **level design** and **user interaction**. The school works closely with game companies when creating the curriculum and all teachers are active within the gaming industry.

Courses in Computer science — Uppsala University

September 2011- July 2012

I took independent courses in computer science for a year to specialize in **software development** with courses about **programming in large systems**, **machine learning** and **real time systems**.

Bachelor's degree in Computer science — Uppsala University

September 2008 - June 2011

Three-year education in computer science. The education was 80% computer science, with courses in **algorithms**, **databases**, **software development**, **software testing**, **computer networks** and **compiler design**, and 20% mathematics with courses in **algebra**, **linear algebra**, **single variable calculus**, **statistics**, and **logic**.

OTHER MERITS

- Was awarded second prize for best role-playing game scenario published in Fenix, Sweden's biggest magazine for boardgames and role-playing game, during 2016.
- Worked as a freelancer writer and game tester for one of Sweden's most successful role playing game publishers, Free League Publishing.
- Volunteering at Kodstugan, a non-profit organization devoted to introduce kids to programming and digital creation
- Held workshops and assisted in scripting and programing as a teacher assistant at FutureGames.
- Have been a QA- and game tester on several titles at Paradox Interactive, Rovio and Right Nice Games.
- Been active in clubs and conventions since 2002. Worked as a volunteer at Uppcon and Gothcon, among others.