

ALEXANDER WAHRENSTEDT

CV. Sthlm 2025-06-30

TECHNICAL SKILL

Languages: C# (5 years), C++ (7 months), CSS & HTML(4 Months)

Software Experience: Unity(5 Years), Unreal(7 months), Perforce(1 year) Github (5 years)

WORK EXPERIENCE

ION Game Design: 2024-05-25 - 2025-01-17

As part of my Futuregames curriculum I was supposed to have a 6 month long internship at any company. I got in contact with ION Game Design via Futuregames and worked there as a Game Programmer Intern.

PREVIOUS PROJECT EXPERIENCE

Super Trend Setter: 4 weeks

Role: UI Programmer & UI Designer

Languages: C++ / UE Blueprints

Misc: I was to create the UI in Figma for this Futuregames project and implement the UI into the game, since time was limited I used primarily blueprints for this task.

High Frontier 4 all: 6 months

Role: Generalist Programmer

Languages: C#

Misc: I was a generalist on this project, doing plenty of UI but also some gameplay related stuff. The project was in unity with the mobile market in plan.

Heat & Yeet 4 weeks

Role: Gameplay Programmer & Programmer Lead

Languages: C#

Misc: I was tasked with creating the cooking mechanics for this project and a simple "AI" Traffic system.

EDUCATION

Futuregames: 2022 - 2025

At futuregames I studied Game Programming. I've furthered my knowledge in C# and Unity whilst also learning C++ and Unreal.

LBS Kreativa Gymnasiet: 2018- 2021

At LBS I studied Game Programming alongside the standard gymnasium curriculum. I got to learn C# and Unity for 3 years.

CONTACT

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LANGUAGES

Swedish - Native

English - Fluent

HOBBIES

Painting Warhammer, Attending different Metal Concerts, Video Games