CONTACT

Email:
alexander.warenstedt@gmail.com

LANGUAGES

Swedish - Native

English - Fluent

HOBBIES

Painting Warhammer, Attending different Metal Concerts, Video Games

ALEXANDER WAHRENSTEDT

CV. Sthlm 2023-12-22

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*)

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.

Lighthouse Of Shadows: 7 weeks
Role: UI Programmer
Languages: C++ / UE Blueprints
Misc: I was to implement the UI created by the Designer into this Futuregames Project. I worked primarily in Unreal Blueprints but also in C++ for this project.

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

LBS Kreativa Gymnasium: 2018- 2021
At LBS I studied Game Programming alongside the standard. I got to learn C# and Unity for 3 years.