

# Jonathan Disenfeldt

Gameplay Programmer

Enthusiastic Programmer seeking employment, mostly interested in Gameplay & 3C but also open to other areas.

I am a dedicated person with a strong will to help others, I adapt quickly to any problem and will often take a very active role to ensure that me and my team reach our common goals. My goal is to learn and gain experience so that I can better contribute and create memorable adventures together with others.

## Education

### THE GAME ASSEMBLY

#### Higher Vocational Programme 2022-2025

Full-time game programming course with a focus on custom engines and group projects.

### LBS KREATIVA GYMNASIET LUND

#### Higher Education Preparatory Diploma 2019-2022

Game development courses with Unity & Visual Studio, with some game design and group projects.

## Work Experience

### SHARKMOB AB

#### Gameplay Engineer Internship 2024-2025

Full-time work with a team developing a AAA Multiplayer product in Unreal Engine 5.

- EXOBORNE
- 3C: Movement & Abilities
- GAS: Gameplay Ability System
- NetCorrections
- Feature Jam Winner - People's Choice Category

#### Introduced large changes for:

- Collision Line-Of-Sight Logic
- Player's StateMachine
- Grapple Hook
- NetCorrection Issues

## Own Projects

2024 - Marching Cubes Cave Generation

2022 - Boss Fight Design - Theory & Application

2022 - Multiplayer Card Game in SFML

2021 - Shaders using Unity's Shader Graph

2021 - Multiplayer Arena Shooter in Unity

## Contact

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## Skills

- C++ / C#
- Unreal Engine
- Unity
- 3C & Gameplay
- Custom Editors
- Perforce (P4V)
- Scrum / Agile

## Interests

🖌 Figurine Painting (Wh40k)

🐾 Cats

🎵 Metal Music

## Languages

Swedish - Native

English - Fluent