

# Jonathan Disenfeldt

Tools & Gameplay Programmer


Programming student seeking an internship between September 2024 - April 2025.


I am a dedicated person with a strong will to help others, and will often lead efforts to make my Team reach our desired results. I seek to learn and gain experience so that I can contribute to the business and make others dreams come true.

## Contact

 [JDisenfeldtFSA@gmail.com](mailto:JDisenfeldtFSA@gmail.com)

 [jonathandisenfeldt.com](http://jonathandisenfeldt.com)

 +46 76 169 98 43


 Staffanstorp, Sweden

 [Jonathan Disenfeldt](https://www.linkedin.com/in/JonathanDisenfeldt)


## Skills

- C++ / C# - Proficient
- Custom Editors - Proficient
- Tools - Proficient
- Unity - Proficient
- Unreal Engine - Novice
- Perforce (P4V) - Adept
- Scrum / Agile - Adept

## Interests

 Figurine Painting (Wh40k)

 Cats

 Melodic Deathmetal

## Languages

Swedish - Native

English - Fluent

## Education

### THE GAME ASSEMBLY

#### Higher Vocational Programme 2022-Ongoing

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

- 8 Group Projects
- 4 Custom Built Engines
- Custom Editor made by Me

### LBS KREATIVA GYMNASIET LUND

#### Higher Education Preparatory Diploma 2019-2022

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

- 4 Group Projects
- Linear Algebra Specialization

## Work Experience

I've partaken in two work experience programs at kindergartens where I held smaller lectures and readings.

## 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