



Sam Stålhandske

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Summary

Outgoing and friendly Swedish intermediate programmer who is eager to work on interesting projects and to collaborate with my colleagues. I'm a strong programmer with a drive to become an important part of whatever project I'm on. A "Jack of all trades" is what I aspire to be.

In my spare time, I work on projects in different creative fields; games/software/tools, music, photography, writing and art in general.

Experience with

C++, C#, C, Odin, Lua, Python, Networking, ECS, Unity (+ DOTS), CCC, Nintendo Switch, Xbox, Playstation, MonoGame, Custom frameworks/engines, Profiling, Game AI, OpenGL, DirectX 11, Raylib, SDL, Wwise, FMOD, PlasticSCM, Git, SVN.

Work

Aug 2020 - Jan 2025: **Thunderful Development**, Malmö

Started as an intern as a part of The Game Assembly's education. Worked on SteamWorld: Headhunter and an unannounced SteamWorld project.

Education

Sep 2018 - Sep 2020: **The Game Assembly**, Malmö

Higher Vocational Education Diploma in Game Programming. 3D math, programming and design. 8 group projects, a game-engine written in C++. DirectX 11, AI, systems, design-patterns etc.