

# Andy Stråhed

Gameplay Programmer

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## Experience

**LogicArtists / DynastySudios, Copenhagen Denmark –**

**Game Programmer**

April 2020 - Present

**Projects:**

Expeditions Rome - 2020 - 2022

Providence - 2022 - Present

## Education

**The Game Assembly, Malmö Sweden – Game Programmer**

September 2018 - April 2020

Advanced Diploma in Higher Vocational Educational in Game Programming

Here i've made 8 group projects, 4 of which are made in my groups own engine which is completely data driven with focus on scripting.

**Ystad Gymnasium, Ystad Sweden– Highschool education in Technical Science**

August 2014 - June 2017

Highschool education specializing in technical science and programming. In this school I created my first game with a team of 2 other people.

## Skills

**Foremost:**

C++  
Animation programming  
Gameplay  
Camera, Character, Control  
Unreal Engine

**Proficient:**

UI  
Tools  
Backend Systems

**Familiar:**

Audio programming  
Lua  
Java  
Unity  
C#

## Language

English  
Swedish