Andy Stråhed

Gameplay Programmer

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PERSONAL PROFILE

Generalist Gameplay Programmer with a focus on animations and 3C(character, camera, controls). Self-driven and loves tackling new challenges. Has always worked closely with design, art team as well as with outsourcing studios. Passionate about game developing and works on personal projects in my free time.

WORK EXPERIENCE

DYNASTY STUDIOS

Gameplay Programmer — **February 2022 - July 2025**

Providence - Multiplayer PVPVE third-person extraction shooter (Unreal Engine 5)

- Contributed primarily with player-centric gameplay systems using Unreal engine 5, with a focus on frontend gameplay programming and GAS-based architecture.
- Owned and iterated on core player character systems from scratch, including fluid movement, responsive camera behavior, complex animation integration, and combat mechanics.
- Implemented a roguelike system that seamlessly integrated both backend logic and frontend UI/gameplay logic.
- Partnered closely with cross-functional teams of designers, artists, and external outsourcing studios to drive features from prototype to polish.

LOGIC ARTISTS

Gameplay Programmer — **September 2020 - February 2022**

Expeditions: Rome - Danish Game of the Year 2023, Turn-based RPG with strategy and historical RPG elements (Unreal Engine 4)

- Developed core animation systems and specialized character-to-character mechanics, such as complex multi-character execution sequences.
- Programmed critical player-facing systems including character creation pipelines and robust character pathfinding mechanics.
- Built tools to support localization and multi-language pipeline.
- Coordinated with various external outsourcing studios. One being for integrating a custom twitch extension into the game.
- Engineered developer tools utilized by the marketing department to capture high-quality cinematic game trailers.

EDUCATION

THE GAME ASSEMBLY, 2018 - 2020

Advanced Diploma in Higher Vocational Educational in Game programming

I was part of 8 group game projects, 4 of which are made in my groups own engine which is completely data driven with focus on scripting.
I implemented everything from camera, control, animations, audio systems, AI, UI and other various backend and frontend systems.

YSTAD GYMNASIUM, 2014 - 2017

Highschool education in Technical Science

I created my first game with a team of 2 other people that won an award for the best product in a competition.

SKILLS AND INTERESTS

PROGRAMMING LANGUAGES

C++, C#, Java, Lua

UNREAL ENGINE

GAS, Skeletal mesh animation system, Editor utility widget, UMG, Blueprints

LANGUAGE

English - Fluent (CAE)
Swedish - Fluent