

Andy Stråhed

Gameplay Programmer

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Experience

LogicArtists / DynastySudios, Copenhagen Denmark –

Game Programmer

April 2020 - July 2025

Projects:

Expeditions Rome - 2020 - 2022

Providence - 2022 - July 2025

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