

Andy Stråhed

Gameplay Programmer

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PERSONAL PROFILE

Gameplay Programmer with broad experience in different type of features but a focus on animations and 3C(character, camera, controls). Very familiar working cross disciplinary as well as with outsourcing studios.

WORK EXPERIENCE

DYNASTY STUDIOS

Gameplay Programmer ————— February 2022 – July 2025

Providence – Multiplayer PVPE 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 core player character systems such as movement, camera behavior, animation integration and combat abilities.
- Implemented a roguelike system spanning both backend and frontend logic.
- Collaborated closely with designers, artists, and outsourcing studios throughout development

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)

- Worked on animation implementation as well as animation based systems such as executions between 2 characters. Also worked on character creation systems and player pathfinding.
- Built tools to support localization and multi-language pipeline.
- Coordinated with various external outsourcing studios. One being for integrating a twitch extension into the game.
- Created tools for marketing to use when recording the games 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