



ANTONIO ACKALIN

PROGRAMMER

Proficient and **efficient** game developer with **programming** as main profession. Look up **high-spirited** and **meticulous** and you'll find a picture of me.

Skills

Programming

C#
 C++

Web Programming

HTML5
 CSS
 JavaScript

Other Skills

Game Design
 Sound Design
 Music Composition
 Writing
 Video Editing

Software

Unity
 Unreal Engine
 Photoshop
 Illustrator
 FL Studio
 VEGAS Pro

Languages

Swedish **English**
 Native Fluent

Personal information

Januray 18, 1997
 Karlshamn, Sweden

Contact

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Student Projects

Thunderful Development
 2022-2024,
 1.25 years

Undisclosed Prototype | Unity

Programmer, Designer, Level Designer

- Sole programmer tasked to build something fun from an idea.
- Rapid level prototyping in early stages
- Designing some features and concepts for some of the game's systems
- Tweaking and balancing values for best game feel through an iterative process

Thunderful Development
 2021-2022,
 1.5 years

Steamworld Build | Unity

Junior Programmer

- Interned as Junior Programmer and later hired at Thunderful
- Implemented several gameplay features such as Conveyor Belts, Tumbleweeds, Rocket Parts, Equippable Items, Creeps etc.
- Developed level editor tools for designers, used through the Unity Editor
- Constantly tested implementations and fixes on devkit

Futuregames
 2020, 7 weeks
 Student Project

Transient | Unity

Programmer, Sound Designer, Musician, Writer

- Large-scale student project with many cross-disciplinary meetings.
- Programmed 3D character movement, UI/UX, detecting interactable objects and a dynamic music system
- Scored the game's music, implemented SFX and provided minor voice acting
- Assisting writing the game's narrative and dialogue

Futuregames
 2020, 4 weeks
 Student Project

Junkhill Drifters | Unreal Engine

Programmer

- First serious project in Unreal Engine where I coded the game in C++
- Responsible for structuring game states in such way for designers to easily test gameplay in each state
- Worked on a checkpoint system using splines to detect respawn positions for eliminated racers

Antonio's work is characterized by a remarkable blend of speed and thoroughness. His holistic approach to tasks reflects thoughtful consideration of how each element influences the overall project, encompassing both programming and design aspects.

Notably, he makes a conscious effort to comprehend various perspectives, even when he has a clear vision or if his ideas are set aside for alternatives—a display of maturity and a commitment to delivering his best with unwavering energy and positivity.

During the time I had the pleasure of working with Antonio, he shouldered a big responsibility as the sole programmer of an undisclosed project prototype. He practically constructed all project functionalities and designed the architecture to facilitate future development. Additionally, he played a pivotal role in shaping the game design and provided crucial technical support to the art and design teams.

Considering Antonio's accomplishments, including the successful release of a game (SteamWorld Build) and his proven ability to tackle challenging tasks independently, I would gladly recommend Antonio to anyone needing a skillful, fast, and creative programmer. This recognition underscores his demonstrated competence and capacity to deliver outstanding results in demanding scenarios.

- Andreas Beijer, Thunderful

References

Andreas Beijer

Senior Design Manager | Thunderful
✉ andreas.beijer@thunderfulgame
s.com

Tobias Kärroman

Technical Director | Thunderful
✉ tobias.karroman@thunderfulgame
s.com

Futuregames
2019, 2 weeks
Student Project

Hammer Hermit | Unity

Programmer, Sound Designer, Musician

- Worked on custom 2D collision checks and platforming physics.
- Created SFX and Music.
- Implemented a 2 player Co-op Mode

**Uppsala
Universitet**
2018, 5 weeks
Student Project

Ambiverse | Unity

Programmer, Designer

- Sole programmer co-developing and implementing an unique Active Time battle System for an RPG
- Combo attack system with Finishers
- Experiments with shader and post-processing effects

**Uppsala
Universitet**
2018, 7 weeks
Student Project

Agraria | Unity

Programmer, Level Designer, Musician

- Project lead who pitched complete idea of a game with simplistic design
- In charge of enemy AI and pathfinding
- Developed a level editor alongside production to facilitate level prototyping
- Also created SFX and Music

**Uppsala
Universitet**
2017, 7 weeks
Student Project

RIM RAM RUM | Unity

Programmer, Level Designer

- Implementation of a plugin that handled multiple mice devices for our purposes
- Created a 4 player character selection screen where players can choose to engage free-for-all or team battles.

Education

2019 - 2021

Game Programmer

Futuregames, Stockholm
Further studies in programming and participated in multiple projects with an internship towards the end.

2016 - 2019

Game Design and Programming

Uppsala Universitet, Visby
Practiced game design & game development. Exhibited projects in Gotland Game Conference 2017 and 2018.

2013 - 2016

Informations- och Medieteknik

Östra Gymnasiet, Skogås
Learned programming & digital editing tools