



GAME PROGRAMMER

GABRIEL LING ANDERSSON

As a dedicated programming student, I am currently honing my skills in various programming languages and frameworks, with a focus on game development. With a foundation in gameplay and AI programming.

Additionally, my experience as a waiter has equipped me with excellent communication and multitasking abilities, providing a unique blend of technical proficiency and interpersonal skills to contribute effectively in team environments.

CONTACT



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SKILLS

- Unity
- Unreal Engine
- C#
- Perforce & Github
- Problem-Solving
- Teamwork
- Problem Solving
- Communication

LANGUAGES

- **Swedish** - Native
- **English** - Full Proficiency

EXPERIENCE

SERVING MANAGER

Brödernas Gustavsberg

2020 - Present

- Working to ensure a positive and hassle-free customer experience. I handle orders, takeaway, food and the bar with sanitation and safety in mind.
- Helped to increase customer return rates by providing excellent customer service at all times
- Settled any customer disputes in a professional and pleasant manner.

EDUCATION

2022 - 2024

FUTUREGAMES, STOCKHOLM, SWEDEN

Vocational Education, Game Programming

2018 - 2021

LBS SÖDRA KREATIVA GYMNASIUM, STOCKHOLM

Teknikprogrammet, Design and Game Development