

MARTIN OHLSSON

Game Programmer

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ABOUT

I'm a Game Programmer with a background in animation and teaching, located in Stockholm. For the past two years I've been working professionally with C++ and Unreal. My responsibilities have ranged from creating tooling and workflows for animators and artists, to rigging, procedural animation and coding gameplay features. My strengths lie in my versatile skill set and my curiosity. I'm technically oriented but having a creative background has also shown to be useful, giving me the ability to easily communicate, support and relate cross-discipline.

WORK EXPERIENCE (selection)

Technical Designer, Experiment 101 AB
2024 - present | Stockholm, Sweden

Animation Programmer, Dimfrost Studio AB
2023 - 2024 | Norrköping, Sweden

Created tooling and workflows for animators and artists, character rigging, procedural animation and coded gameplay features.

Guest lecturer, Mentor, Animationsakademien
2022 - 2024 | Stockholm, Sweden

Led courses in Blender and 3D. Provided mentoring for students throughout their graduation projects.

Guest lecturer, Folkuniversitetet
2022 - 2023 | Stockholm, Sweden

Led beginner courses in Blender and 3D, held workshops in stop motion and animation for kids.

Animator, Freelance
2018 - 2021 | Stockholm, Sweden

PROJECTS (selection)

2024 - present | **Undisclosed project**, C++, UE5
Experiment 101 AB

2023 | **Undisclosed project**, C++, UE5
8 months, *Dimfrost Studio AB*

2022 | **No More Monkey Business**, C++, UE4

2021 | **MOVR**, C#, Unity (SGA GOTY nominee)

2020-2021 | **Dino Deluxe**, Animation
5 months, Freelance, *SF Studios, C More*

2019-2020 | **Saga Sagor**, Animation (Kristallen nominee)
6 months, Freelance, *SF Studios, Viaplay*

SKILLS

Development

C++ Unreal
C# Unity
Python

Other

Rigging
Animation
Modeling
Music and audio

TOOLS / SOFTWARE

Blender
Adobe Suite
Ableton

Git, Perforce
Jira, Miro
Agile, Scrum

EDUCATION

FutureGames, Game Programming
Higher Vocational Education Diploma
2021 - 2023 | Stockholm, Sweden

Animationsakademien, Animation
Arts and culture - post-secondary level
2016 - 2018 | Stockholm, Sweden

Konstskolan Basis, Traditional art
Arts and culture, post-secondary level
2015 | Stockholm, Sweden

Stockholm University, Social anthropology
2015 | Stockholm, Sweden