

OSSIAN DÄCKFORS

GAMEPLAY PROGRAMMER

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PROFILE

Gameplay Programmer focused on creating modular, data-driven systems in Unreal (C++) and Unity (C#). Currently studying Advanced Gameplay Programming at Future Games.

Comfortable collaborating with designers and artists to implement features that are flexible and production-ready.

SKILLS

C++ • C# • Unreal Engine • Unity • Gameplay Systems Design • Optimization • Git • Python (workflow scripting) • Debugging • Technical Communication

EDUCATION

Future Games – Advanced Gameplay Programming 2024 - present

Focus on gameplay architecture, C++ in Unreal, and cross-disciplinary production.

Includes multi-team projects simulating studio workflows.

Stockholm University – B.Sc. Computer Game Development 2020 - 2023

Introduced full-stack game production and specialization in programming.

Lund University – Information Systems Design 2017 – 2019

Courses in programming, communication, and project management.

Danderyds Gymnasium – Mathematics Specialization 2012 – 2015

Advanced mathematics curriculum in collaboration with Mittag-Leffler Institute.

GAME PROJECTS

Time to Breach – *Gameplay / Systems Programmer* 2025

- Built reusable **time-rewind component** with ring buffer and event-reversal architecture.
- Added editor automation in Python for reversed animation playback.

Thrall – *Gameplay Programmer* 2024

- Designed **projectile system** in C++ supporting pooled, data-driven projectiles and modular hit effects.

Scapegoat – *Gameplay Programmer* 2024

- Implemented **save/load architecture** and player upgrade system.
- Collaborated with designers for quick tuning via exposed Blueprint parameters.

Voxel Generator – *Tools Programmer* 2023

- Built procedural voxel-terrain generator using noise sampling and chunk streaming.

(Each project documented at www.ossian.games)

OTHER EXPERIENCE

Café Service Associate, Skeppsbro Bageri **2020 - present**

Managed daily operations of a mobile café. Strengthened teamwork, logistics, and customer interaction.

Harbor Car Driver, Malmö Harbor **2019 - 2020**

Handled vehicle logistics under strict safety and time constraints.

Volunteer – Wildlife Rescue, South Africa **2016**

Hands-on animal care and construction work in an international team.

LANGUAGES

Swedish – Native | English – Fluent (C2)