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## CONTACT



Konradsbergsgatan 20G,  
11259 Stockholm



0768 244 299



matildahogman@gmail.com



LinkedIn / profile

# Matilda Högman

## GAMEPLAY PROGRAMMER

## PROFILE SUMMARY

Positive and solution-oriented gameplay programmer with a passion for creating engaging player experiences. Developed 10 school project games from start to finish, often taking a leadership role in structuring (Scrum), team coordination, and documentation. Skilled at spotting potential issues early, enhancing game quality, and fostering a strong team spirit. A creative and adaptable problem-solver eager to learn and grow.

## SKILLS / TECHNICAL

- C++
- Visual Studio
- SVN/Perforce/Git
- Unity
- Trello
- Microsoft Word/Excel/Powerpoint
- Google Docs/Sheets/Slides

## EDUCATION

**Game Programmer | The Game Assembly, Stockholm**  
2023 - 2026

A three-year, industry-aligned game programming education focused on both technical skills and collaborative game development. Intensive programming courses were combined with hands-on game projects alongside artists and designers, simulating real industry workflows. The program emphasizes agile development (Scrum), cross-disciplinary teamwork, and industry-relevant programming techniques.

Key topics covered:

- **Game Programming:** Design patterns, tool development, scripting, debugging, optimization & performance profiling, pathfinding (A\*) and other algorithms.
- **Game Projects:** Developed **10 games** using Unity, an in-house engine, and our own fully custom-built engine.
- **Agile Development (Scrum):** Sprints, reviews, retrospectives, task creation & estimation, daily stand-ups.
- **Game Development Pipeline:** Alpha, Beta, Gold phases and their respective workflows.
- **Version Control:** Perforce for team coordination and asset management.
- **Engine Development:** Graphics programming leading to the development of a custom game engine.
- **AI Development:** Movement, decision-making, behaviour systems.
- **Network Programming:** Multiplayer systems, client-server architecture.

Personal lessons learnt:

- **Smart Scope Management** – Prioritizing the **minimum viable product** led to better project outcomes, reducing stress and allowing for refinement in code, art, and design.
- **Taking Initiative & Leadership** – In our hands-off education, I naturally took on the **responsibility of guiding my team**, ensuring everyone knew their tasks and that the group stayed organized.
- **Effective Team Communication** – Working with diverse personality types taught me how to **adapt my communication style** to keep the team motivated and productive. I developed strong diplomatic skills and improved my ability to see things from multiple perspectives.
- **Adapting to fast-paced environments** – Working under tight deadlines taught me to stay organized, focused, and adaptable.

**Degree of Bachelor of Science in Engineering, Computer Game Programming | Luleå University of Technology, Skellefteå**  
2017 - 2018

Completed coursework in:

- Advanced mathematics.
- Programming in Python & C++.
- One game project developed in Unity.

# MATILDA HÖGMAN

## GAMEPLAY PROGRAMMER

### SKILLS / PROFESSIONAL

- Agile Development (Scrum)
- Team Leadership & Collaboration
- Bug Tracking & Debugging
- Game Design Principles
- Project Management
- Quality of Life Improvements
- Game Documentation & Proofreading
- Effective Communication & Diplomacy
- Conflict Resolution & Adaptability

### LANGUAGES

**SWEDISH**  
Native

**ENGLISH**  
Fluent

**GERMAN**  
Intermediate

### WORK EXPERIENCE

**Bring CityMail | Södertälje**  
2017 - 2018

#### Mail Carrier

- Independently managed mail delivery routes, ensuring timely and accurate distribution.
- Maintained and updated delivery information, improving route efficiency and accuracy.
- Adapted to physically demanding and time-sensitive tasks while staying organized.
- Took initiative to optimize workflows, enhancing overall efficiency.

**Södertälje Municipality | Södertälje**  
2015 - 2017

#### Substitute Teacher

- Taught students ages 6-16 across multiple subjects, often adapting to new schools and lesson plans on short notice.
- Quickly assessed classroom needs, creating **engaging and meaningful lessons on the fly** when no material was provided.
- Developed strong **communication and leadership skills**, balancing authority with approachability to keep students motivated and engaged.
- Managed a variety of situations, from conflict resolution to emotional support, creating a **positive and structured learning environment**.
- Adapted teaching methods based on student age and needs, learning to **motivate and connect with different personalities**.

### ADDITIONAL EXPERIENCE

**Co-founder & Organizer, Student Union | The Game Assembly, Stockholm**  
2019 - 2025

- Co-founded and organized the student union at The Game Assembly, enabling students to find housing through Stockholms Studentbostäder (SSSB), and creating a platform for students to connect and engage in social events.
- Organized events and activities that promoted student engagement and created a welcoming environment.