

LUDVIG KALAITZIDIS

GAMEPLAY PROGRAMMER



INTRODUCTION

I am a positive and disciplined gameplay programmer based in Malmö. I am flexible, stress-resistant, and highly self-motivated. I am currently seeking a full-time position where I can further develop my programming skills, acquire new knowledge, and showcase the expertise I have gained during my three years of game development.

SKILLS

C++

Perforce

Unity

Unreal Engine

C#

LANGUAGES



Swedish - Native



English - Fluent



Greek - Basic

CONTACT

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Portfolio | LudvigKalaitzidis.com

EXPERIENCE

Flashbulb games, Copenhagen

Intern programmer

September 2024 - Present

- Developed gameplay features and tools in Unity using C#, enhancing player experience and streamlining development.
- Collaborated with designers to implement and optimize mechanics, ensuring smooth and engaging gameplay.

Burger King, Lund

Kitchen staff

March 2022 - October 2022

- Executed kitchen operations efficiently, including food preparation, cooking, and assembly, adhering to strict quality and safety standards.
- Demonstrated excellent teamwork skills by collaborating with colleagues to ensure smooth workflow during peak hours.

Burlövs kommun, Burlöv

Intern

June 2020 - July 2020

Summer intern at the HR department in Burlöv municipality. Worked with various administrative tasks such as:

- Prepared forms
- Update digital documents
- Sorting and management of classified HR documents

EDUCATION

The Game Assembly, Malmö

Game Programmer

August 2022 - April 2025

Engaged in diverse tasks encompassing gameplay design, UI development, and sound integration within educational projects.

Consensum, Lund

Natural Science program

August 2018 - June 2021

Completed high school diploma of the natural science program with a specialization in natural sciences.