



# Tomas Wallin

## Gameplay Programmer

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🌐 <https://github.com/Myggski>

### Professional Experience

#### Gameplay Programmer, *Fatshark* 🔗

Mar 2024 – present | Stockholm, Sweden

#### Gameplay Programmer, *Chief Rebel* 🔗

Mar 2023 – Mar 2024 | Stockholm, Sweden

- Proactively addressed character spawning challenges by creating a specialized system, streamlining content creation workflows, and minimizing human errors and memory leaks in an unannounced Unreal Engine 5 project.
- Delivered two prototypes for a procedural level generator with SDL2 and Unreal Engine 5.
- Created a custom graph tool in Unreal Engine 5 for enhanced project functionality.

#### Frontend Engineer, *eHälsomyndigheten* 🔗

2018 – 2023 | Kalmar / Stockholm, Sweden

- Proactively improved accessibility standards and enhanced user experience across internal and external web applications.

#### System Engineer, *Meridium (Now TietoEvr)* 🔗

2016 – 2018 | Kalmar, Sweden

#### Search Engine Consultant, *Viva Media* 🔗

2015 – 2016 | Kalmar, Sweden

#### System Engineer, *Alpacha (Now Adjoy)* 🔗

2014 – 2015 | Kalmar, Sweden

### Education

#### FutureGames, *Higher Vocational Education Diploma, Game Programming* 🔗

2021 – 2023 | Stockholm

#### Linnaeus University, *Higher Education Diploma with specialization in Web Development* 🔗

2011 – 2013 | Kalmar

### Projects

#### Graph Tool Plugin, *Unreal Engine 5 - 2023* 🔗

- Enhancing project functionality and serving as a reference for future plugin tools

#### Dungeon Generator, *SDL 2 / C++ - 2023* 🔗

- A C++ 20 Procedural Level Generator prototype, inspired by Unexplored's Cyclic Levels concept.

#### Bug Shooter, *SDL 2 / C++ - 2023* 🔗

- A C++ 20 space shooter with ECS architecture, emphasizing spatial optimization and procedural generation.

#### Bömberbots, *Löve2D / Lua - 2022* 🔗

- A Bomberman clone using Lua, based on Entity-Component-System (ECS) architecture.

### Skills

C++

Unreal Engine 5

SDL

Lua

Löve2D

C#

Unity