

# Teodor Fredriksson

## Game Programmer

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**Location:** Stockholm, Sweden

[Portfolio](#)

### Profile

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Game programmer focused on gameplay systems, AI behaviour, tools and documentation that make development easier for the rest of the team. I enjoy figuring out how things work under the hood and building systems that feel good to use, both for players and developers.

My background includes game projects in Unreal, Unity and Godot, along with experience in web and backend development, which has made me comfortable jumping between gameplay code, debugging sessions and sprint planning.

### Tech Stack

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**Engines:** Unreal Engine 5, Unity 6, Godot 4.3

**Gameplay & Systems:** AI Behaviour, Player Combat, UI & HUD, Debug Tools

**Programming Languages:** C#, C++, PHP, SQL, JavaScript, TypeScript

**Web Technologies:** WordPress, HTML, CSS, Tailwind, Bootstrap

**Frameworks & Runtimes:** .NET, ASP.NET Core, NodeJS, ExpressJS, React, React Native

**Tools & Platforms:** Azure, Git, Firebase, Postman, Linux VMs, Figma, Jira, Miro

**Methodologies:** Agile, Scrum

### Highlighted Projects

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**Denet - OS Simulation Horror**

[Itch.io](#)

**Jan 2026 - Feb 2026**

- Implemented gameplay systems including enemy and companion AI, dynamic event-driven audio triggers and the main boss encounter.
- Built UI elements and a password-locked file system used for gameplay progression.
- Developed debugging tools used by designers and programmers to test gameplay events and interactions during development.

**Somnium - 3D Dungeon Crawler**

[Itch.io](#)

**Oct 2025 - Nov 2025**

- Designed and implemented core gameplay systems including combat mechanics, enemy AI behaviour and the player upgrade system.
- Built the player HUD, UI systems and accessibility features.
- **Winner of Futuregames Award – Best Debut Game (2025).**

### Work Experience

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**Web Development Consultant, Part time - Journalistic Web Magazine**

**Sep 2023 – Ongoing**

- Updated internal policies for GDPR compliance and accessibility (WCAG 2.2).
- Collaborated with an external web agency to migrate and restructure website content in WordPress.
- Developed campaign and e-commerce sites using custom PHP WordPress templates.
- **Launch campaign generated 2000+ visitors on day one, exceeding projections by ~1500.**

## Backend Developer Internship - Redmind AB

Sep 2022 - May 2023

- Optimized an existing JavaScript backend for a mobile application built with NodeJS and Express.
- Evaluated Prisma ORM for potential improvements to data mapping and maintainability.
- Reduced API response time from ~5 seconds to ~0.8 seconds through improved data handling and database queries.

## Various Positions, Full time - Ica Kvantum AB

Aug 2016 – Nov 2021

Held several leadership roles including Vicarious Store Manager and Department Manager.

### Key results:

- Improved store cleanliness ratings from **3.0** → **4.8 / 5**
- Reduced food waste from **19%** → **12%**
- Increased employee satisfaction from **3.8** → **4.4 / 5** through staff development plans

## Other Projects

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### Automated Home Irrigation System

[GitHub](#)

June 2025 - Sep 2025

- Built a smart irrigation MVP using C++, Arduino and custom circuit boards. The system monitors soil conditions and automatically controls watering schedules.

### Low-code Database Management Software

[GitHub](#)

Mar 2023 - June 2023

- Developed a low-code tool for rapidly creating database structures.
- Published alongside a thesis exploring advantages and risks of low/no-code systems in enterprise environments.

## Education

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**Futuregames:** Game Programming

Sep 2025 – Ongoing

**Nackademin:** Cybersecurity Course

Mar 2025 – May 2025

**Newton Vocational College:** Vocational Degree, .NET Development

Aug 2021 – June 2023

**Awards:** 'Best Debut Game' 2025 (**Futuregames Awards**), Best Thesis Project 2023 (**Newton**); Outstanding Instructor Recommendations (**Newton, Nackademin**)

## Language Skills

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**Swedish:** Native

**English:** Professional

## Interests & Activities

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**Music:** Guitar player for ~10 years. Recently working on learning pieces from the *Expedition 33* soundtrack.

**Game Development:** I spend a lot of time experimenting with gameplay ideas, programming concepts and small systems outside of school projects.

**Body Control Exercise:** Climbing since 2015. I enjoy sports that combine problem solving, social interaction and measurable personal progress.