

Hakan Manne Cederskoog

US Permanent Resident / EU Citizen

Programmer / Designer

hakancederskoog@gmail.com

Driver's License

<https://hakancederskoog.wixsite.com/>

Software Knowledge

Commercial Games (7)

- C++ / C# / C
- Unity 5 / 2019
- Unreal Engine 4
- Shaders / HLSL
- Blender / 3D Modeling
- Zbrush
- Substance Painter / Designer
- Photoshop
- Perforce / Git

- [El Taco Diablo \(PC\)](#) - Code, Art, Design
- [Eastshade \(PC\)](#) - Programmer C#
- [A Way Out \(PC/PS4/XO\)](#) - Programmer C++
- [theHunter: COTW \(PC\)](#) - Programmer C++
- [Cities: Skylines \(PC\)](#) - QA Tester
- [Bloodsports.TV \(PC\)](#) - QA Tester
- [Star Wars: Battlefront \(PC\)](#) - QA Tester

Professional Experience

Self-employed

Indie Game Developer

Sep. 2016 - Present

Solo developed [El Taco Diablo](#), a stand still arena shooter focusing on player accuracy. Created in **Unity** with **C#**. The project was a way for me to broaden my understanding of game development across different areas.

- **3D Modeling** and **Sculpting** (Blender and ZBrush).
- Texturing (Substance Painter).
- **VFX**, custom **shaders**.
- Code (C#).
- **Design**, balancing and pacing.
- Sound design.
- **Steam** integration.

Eastshade Studios

C# Freelance Programmer

Jun. 2018 – Jan. 2019

Worked on [Eastshade](#) ([90% positive rating](#) on Steam with 1600 reviews and #38 of [Polygon's Top 50 best games of 2019](#)) as a freelance programmer. The game is about a traveling artist, capturing the world on canvas using an artist's easel.

- Created a **fishing minigame**, using game code within **Eastshade's API**.
- Made a realistic fish A.I. that reacts to player's choice of bait and lure. When caught the fish will try anything to break free.
- Custom **fishing rod I.K.** to give the appearance of bending with forces.
- Custom **fishing line physics** to show current line tension and interactions with world ex. Collision and water flow.
- Extending **tools** for Quest Designers to implement more interactions and events.

Golden Moose Studios

Programmer / Designer

Sep. 2016 – Dec. 2018

I co-founded an indie studio, developing games while traveling through Southeast Asia.

- Responsible for implementing features in **Unity** using **C#**.
- **Rapid prototyping** to try ideas and features to determine what could work.
- Built company reusable systems (ex. **Player Attributes**, **Random Distribution System**, **Save/Load**).

- Created **Unity editor tools** for designer's ease of use and shared functionalities (Scriptable Objects Data Table).
- Handled contact with art **contractors** for 3D models, rigging, animation and verified provided resources.

Avalanche Studios

C++ Programmer

Jun. 2016 – Sep. 2016

[theHunter: Call of the Wild \(82% positive rating on Steam\)](#) with **26,000 reviews**) is a hunting simulator focused on being as realistic as possible. Avalanche uses an in-house engine called APEX.

- Extended **tools** so designers could easily specify where animals spawn in the world.
- I implemented **Player statistics** sent to a database so developers get information about what players are doing in the game world and can improve the game according to this data.
- Learned **Python** to make a **Maya export tool** for placing and marking locations in models, ex. where a bird can spawn on a tree branch.

Hazelight

C++ Programmer

Jan. 2016 – Jun. 2016

[A Way Out](#) (Winner of [British Academy Games Award](#) for **Best Multiplayer**) a co-op only, adventure/action game made using **Unreal Engine 4**. The position required **expert C++/visual scripting (Blueprint)** knowledge.

- Responsible for **Enemy A.I.** and Team Communications between enemies.
- Worked closely with the art team to implement UI in world and interaction points.
- Engine modification to support split screen with the world UI system.
- All code written needed to support **multiplayer**, sending and syncing of world states and variables.
- Collaborated with other programmers, implementing shooting mechanics and player auto-aim system.

Basset Labs AB

Solution Consultant

2011 – 2014

Basset works within the Telecom industry supplying the need for customized software. My expertise was in Roaming and Mediation backend systems.

- **Designed and implemented solutions** within customers' existing systems.
- Estimated work and created **quotes** for customers.
- Set up **logic and interactions with SQL Databases**.
- Creating automatic **reports** from SQL data.
- System **maintenance** and problem solving.
- Implemented **decoding modules** using an in-house **C-based API**.
- Customer consultation.

Education

[Futuregames Academy](#)

Game Design Program

2014 – 2016

A tailor-made education designed to address the needs within the game development industry, driven by leading companies such as **DICE, Paradox, Starbreeze**. Created three games during my time at Futuregames, where I served as lead programmer on all three.

Game Projects

The Hungry Maw from Outer Space

Lead Programmer - Unreal Engine 4 - Visual Scripting (Blueprints)

In this game, the player devours the world as a flying tentacle alien where eating humans keeps the player alive. Set in an 80's horror movie. This game was made in **Unreal Engine 4** in 4 weeks with a team of 7 people.

- Nominated “**Game of the Year**” by Swedish Game Awards 2015.
- Heavy **optimization** to handle thousands of A.I. people on the screen at once.
- Worked closely with the tech artist to create a massive randomized city.
- Dynamic randomized **objectives/missions**.
- Created **VFX** for weapons such as the laser leaving trails, allowing players to make their mark on the world by drawing on houses and streets.

Coming Home

Lead Programmer - Unity 5 - C#

In this classic, point n’ click adventure game with a day and night twist, players discover a pirate world full of interesting characters. Made in **Unity 5** in 7 weeks with a team of 9 people.

- Created an **API** for designers to easily create puzzles and interactions within the world.
- Made a **Save/Load** system, integrated into the API.
- Created an **Item database** so designers could implement new items and setup animations quickly.
- **Layered scene graph** setting up transitions points between scenes for both day and night.
- I also did **Level Design and puzzle scripting** for the shop and cave scenes in the game.

Royal Institute of Technology

Computer Science

2003 – 2006

Computer Science and Electronics. Focused on electronic construction and programming in **C** and **Java**. Signal processing with a heavy math focus. VHDL to create our own working CPU.

Languages

Hobbies

- Swedish (Native)
- English (Fluent)

- Playing Games
- Hiking

Favorite Games

- Bloodborne / Darksouls Series
- Doom
- Resident Evil 2

- Faster Than Light
- Hellblade
- Dota 2