

PONTUS WESTERFORS

GAME PROGRAMMER



CONTACT

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Markegångsvägen 15A
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[Portfolio](#)

SKILLS

- Unreal 4/5
- Unity
- C++
- C#
- Java

LANGUAGES

- Swedish (Native)
- English (Fluent)

REFERENCE

Andreas Silfverberg

StageIT

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PROFILE

As a gameplay programmer, I enjoy creating engaging and responsive player experiences and making development smoother for the whole team. I've built in-editor level design tools that helped speed up workflows and improve collaboration. With experience in Unity, Unreal, C++, and C#, I focus on delivering solid, high-quality gameplay that's fun to play and satisfying to build.



WORK EXPERIENCE

Onsite Sport

Nov 2022 - Jun 2023

Game Programmer - Internship

Designed and developed an innovative multiplayer AR experience for Android platforms. Integrating real-time interactions and spatial awareness. Creating a multiplayer experience, leveraging environment tracking to produce high quality game play.

StageIT

Sep 2024 - Apr 2025

Generalist Programmer - Internship

Developed a base for a driving simulator, focusing on core systems such as vehicle physics, AI behavior and user interaction. With close work together with designers to implement realistic driving mechanics and road conditions.

StageIT

Apr 2025 - May 2025

Generalist Programmer

Designed software to handle force feedback and communicate between equipment and other software.



EDUCATION

Bachelor of Game Programmer

Aug 2021 - Jun 2023

Playgroundsquad

Natural Science

Aug 2018 - Jun 2021

Rosendalsgymnasiet