



# JOHAN MELKERSSON

Game programmer

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- Lund, Sweden

## EDUCATION

**Game programmer**  
The Game Assembly  
2022 - 2025

**Game Development**  
Malmö University  
2019 - 2022

## EXPERTISE

C++  
C#  
Unity

## LANGUAGE

Swedish  
English

## Experience

Jan 2019 - 2022

Bauhaus | Bernstorp | Malmö

### Sales assistant

During my time at Malmö University, I spent every other weekend and most of my summers working as a sales assistant at Bauhaus. It was a great way to earn some extra cash, and it provided me with an opportunity to actively engage with people during this otherwise quite pandemic-embroiled period. I wouldn't say I loved the actual work, but I enjoyed collaborating with my coworkers and being social, as well as assisting customers with their construction challenges.

2014 - 2019

Schools in Malmö, Helsingborg and Kävlinge

### Elementary school teacher

In late 2014, I was asked to substitute as a woodworking teacher at Gullviksskolan in Malmö for a short period. By the end of my time there, I had completely fallen in love with the work. It felt meaningful to engage with children, teach them new skills, and guide them through various challenges. This experience inspired me to pursue similar assignments, leading me to work at three other schools over the next couple of years before finally returning to the school where it all began. By this point, I had gained a significant amount of experience, and despite lacking formal education in the field, I was entrusted with the same responsibilities as other teachers. I even shared mentorship duties for a 6th-grade class. I truly enjoyed this period; however, I also came to realize that the educational system has its flaws, and being a teacher to children often feels like a constant uphill battle. Consequently, I began to acknowledge that perhaps I needed to explore other career paths. Although I had never considered working with my true passion as a realistic option, I realized it was time to pursue a career in the gaming industry.

2011 - 2014

### Self-employed carpenter

Before starting my firm, I spent two years at Tau Learning, a school in Malmö, where I received my education as an interior carpenter. More specifically, I learned how to design and build furniture. I chose this education because I have always been someone who loves to create and build things. After completing my education, I started my firm and attempted, with mixed success, to secure some work. However, competing with Ikea was quite challenging, and the majority of my assignments revolved more around renovation work and assembling and mounting kitchens from my biggest competitor. I made a living doing this for a couple of years, but being self-employed like this comes with its drawbacks. There were months where I had a lot of work and money was not an issue, but there were also months where I didn't, and this uncertainty was at times quite stressful.

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To whom it may concern,

Almost five years ago, I decided to chase my longtime dream of becoming a game programmer. It was one of the absolute best decisions I have ever made, and I have loved every minute of it. I have since studied game development at Malmö for three years, where I gained a basic knowledge in coding and also quite a lot of insight into other parts of the game development process. But more importantly, I have spent the last two years studying to become a programmer at The Game Assembly, where I have learned so much about every aspect of game programming, and my love for the craft has only grown stronger.

Primarily, I consider myself a gameplay and tools programmer, but I'm no stranger to game engines. I love to create controllers, state machines, and systems, and I always strive towards and take a lot of pride in creating systems that are easy to use and make sense in their structure. I find it to be an absolute pleasure to write code, and even in my spare time, I devote myself to one of my passion projects, Sad Dad Motors, which is a game engine I developed with one of my classmates during our time at The Game Assembly.

But games are not only work, and I have spent my entire life indulging in everything I could get a hold of. I am old enough to have seen computers go from primarily working stations to these monstrous gaming machines we now sit in front of, but no matter what hardware I had, games were always my primary focus and the things that filled them. They have meant a lot to me during my childhood and still do. My preferred poison has always been on the more strategic side where you have to think about your decisions and plan ahead, something that ties well into my love for the actual creation of these systems.

Besides gaming and school, I spend a lot of time with my family and friends. I consider myself an easy-going, social being who fits well into most social situations. I am considerate and respectful towards my surroundings and open and prestigeless in regards to my own persona.

I am confident that I would be a valuable addition to your team. I am eager to learn more, develop my skills, and I sincerely hope you would consider me as your next intern.

Yours sincerely,

*Johan Melkersson*

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