

# ROBIN ZEITLIN



## GAMEPLAY PROGRAMMER

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🌐 <https://robinz.dev/>

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## LANGUAGES

- C++
- C#

## SKILLS

- Unreal Engine 5
- Unity
- OpenGL
- SDL2
- ImGui

## HUMAN LANGUAGES

- Swedish (Native)
- English (Fluent)

## EXPERIENCE

- **Programmer TENSTACK, Tiny Postal** 2025/01 - 2025/03  
Unity & C#
  - Developing core gameplay features, and focusing on improving the performance and structure of the project.
- **Collision Designer Hazelight, Split Fiction** 2024/9 - 2024/12  
Unreal Engine 5
  - As a contractor on this project, I focused on completing UE5 tickets related specifically to volume and collision adjustments provided by QA, ensuring a smooth and consistent gameplay experience for players.
- **Programmer TENSTACK, Rain Runner** 2024/02 - 2024/02  
Unity & C#
  - Developed an ingame leaderboard using Steamworks API with categories, for the company now known as TENSTACK.

## PROJECTS

- **Programmer, Boom'n'Rang** 2024/11 - ONGOING  
SDL2 & C++
  - Developed gameplay features such as the Boomerang weapon and Enemy AI.
  - Created a level editor utilizing ImGui.
- **Programmer, (xyz)<sup>0</sup>** 2024/08 - 2024/12  
OpenGL & C++
  - Developed core gameplay features such as FPS Character Controller, Enemy AI and UI using C++ and ImGui.
  - Implemented a particle system and trails.
- **Gameplay Programmer, Reberryon** 2024/03 - 2024/06  
Unreal Engine 5 & C++
  - Developed a "Parabolic Curve" based throwing system in UE5 C++.
  - Developed a Key to Door system using a blend of C++ and Blueprints for animations.
  - Handled communication between programmers and other disciplines ensuring smooth collaboration and thorough documentation throughout the development cycle.
- **Gameplay Programmer, Honker** 2024/05 - 2024/05  
Unity & C#
  - Heavily focused on performance enhancement using Unity ECS.

## EDUCATION

### FutureGames

09/2023 - 12/2025 - Stockholm

- Higher Vocational Education Diploma - Game Programmer