

MATHIAS HJELMQVIST

GAME DEVELOPER

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Game developer with hands-on experience in Unity, C# and XR technologies. Programmer specialized in gameplay mechanics, systems and UI. Thrives in passionate interdisciplinary teams building intuitive gameplay systems.

SKILLS

- **Game Engines:** Unity, Unreal Engine
- **Programming:** C#, C++, Blueprints
- **Tools & Tech:** AR Foundation, XR, Steamworks.NET, Android Studio, Xcode
- **Version Control:** Git, Perforce
- **Platforms:** Windows, Android, iOS
- **Languages:** Swedish (native), English (fluent)

WORK

Unity Developer - ManoMotion (January 2024 - August 2025)

Tools: Unity, C#, AR Foundation, XR, Android Studio, Xcode, Git

- Improved performance and usability of ManoMotion's Unity SDK for hand tracking.
- Published demo apps to App Store and Google Play to demonstrate ManoMotion SDK features.
- Integrated the ManoMotion SDK for XR headsets and smart glasses.

Game Programmer Intern at Studio Centurion (April 2020 - July 2020)

Tools: Unity, C#, Steamworks.NET, Git

- Contributed to real-time strategy game "Line War" by integrating multiplayer features such as game invites and chat rooms through Steamworks.NET.
- Collaborated with a small dev team to refine game features.

EDUCATION

FutureGames (2021 - 2023) Game Programming

Project-driven vocational program focused on game programming. Developed multiple games in Unity and Unreal Engine, contributing to gameplay systems, animations- and UI logic.

Södertörn University (2017 - 2020) Game design and scripting

Bachelor of Science in Media Technology. Worked in interdisciplinary student teams and regularly supported peers in solving technical programming challenges.