

ALEXANDER REUTER



PORTFOLIO

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CONTACT DETAILS

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SKILLS

- Unity
- Unreal Engine
- C++
- C# & .NET
- Java
- Python
- Rust
- SDL
- Perforce & Git
- Jira & Favro
- AR & VR
- Communication and team collaboration

LANGUAGES

- Swedish (Native)
- English (Fluent)

OTHER EXPERIENCES

- Nordic Games Volunteer (2024)
- CS50 Harvard

EDUCATION

FUTUREGAMES MALMÖ HIGHER VOCATIONAL EDUCATION IN GAME PROGRAMMING	Sep 2023 – Jan 2026
MALMÖ UNIVERSITY 7.5 CREDITS - PROGRAMMING IN C#	Jan 2023 – Jun 2023
LULEÅ UNIVERSITY 7.5 CREDITS - PROGRAMMING IN JAVA	Jan 2023 – Jun 2023
MALMÖ UNIVERSITY 180 CREDITS - REAL ESTATE MANAGEMENT	Jan 2018 – Jun 2021

WORK EXPERIENCE

FUNROCK FRONTEND UNITY DEVELOPER INTERN	May 2025 – Jan 2026
HYRESGÄSTFÖRENINGEN NEGOTIATIONS CASE OFFICER	Sep 2021 – Sep 2023
HYRESGÄSTFÖRENINGEN ADMINISTRATOR	Nov 2019 – Sep 2021

HIGH PROFICIENCY

UNITY

◇ Used extensively during my internship at FunRock and throughout multiple courses and game projects at Futuregames. Experience with DOTS and NGUI.

UNREAL ENGINE

◇ Experience in developing systems and tools. Primary engine for personal projects and the largest game projects at Futuregames. Proficient in the Unreal Engine network architecture and replication logic.

C++

◇ The language I'm most comfortable with. Experienced in object-oriented design, data structures, memory management and system architecture.

C#

◇ Strong proficiency from education, working alongside Unity and software development.

Teamwork with other Disciplines

◇ Extensive experience working in teams and with other disciplines. Through this I understand how important good communication and a positive team environment are for successful projects. Experienced with Scrum methodology.

HOBBIES

- *Badminton*
- *Bouldering*
- *Video games & Board games*
- *Reading (especially fantasy and sci-fi)*
- *Listening to music*
- *Traveling and experiencing new cultures (especially food!)*