

Elias Ronefors

Gameplay Programmer



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-  Helsingborg, Sweden
(Open to relocating)

About Me

Since childhood I've loved creative problem-solving. Now I'm a passionate gameplay programmer looking for an internship to deepen my programming skills and gain real-world experience.

Languages

Swedish
Native

English
Fluent

References

Mathias Olausson,
Programming Teacher & Mentor,
LBS Helsingborg
mathias.olausson@lbs.se, +46 72
210 91 90

Education

The Game Assembly

Vocational Education Diploma

2024 – Present | Malmö, Sweden

I'm currently studying game programming with a focus on C++, custom engine development, and cross-disciplinary teamwork through 7 game projects. Specialized in intuitive and fast gameplay systems.

LBS Kreativa Gymnasiet

Upper Secondary School Diploma

2021 – 2024 | Helsingborg, Sweden

Technology Programme - Design and product development with a focus on game development. Includes Programming 1-2 and Mathematics 1C-5. As my final project I created a VR experience using Inverse Kinematics to estimate limbs.

Professional Experience

None. Due to Covid-19 the practical work experience programmes that schools in Sweden have, I was unable to participate. Since then I've been busy studying.

Skills

Programming Languages

C++, C#, Visual Scripting, GDScript

Engines

Custom C++ Engine Development, Unity, Godot

Version Control

Perforce (Helix Core), Swarm, GitHub, Git

Strong Communication Skills & Leadership

I was Programming Lead at The Game Assembly, delegating work, monitoring sprint progress and addressing bottle-necks during Projects 6 & 7.

Other

Agile Methodologies, Graphics Rendering, Build Pipelines, Tool Development, Gameplay Programming