Ruben Rådelius

GAME DEVELOPER

Contact

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Location: Stockholm, Sweden

Technical Skills

Experienced

- **C#**
- **Unity**
- **JetBrains Rider**
- **MVC**
- **Scrum, JIRA, Notion**
- **Git, SourceTree**

Intermediate

- **C++**
- **Unreal Engine 5**
- **Blueprints**
- **Test Driven Development**
- **brainCloud, TeamCity**

Social Skills

- Calm, thorough and analytical
- Excel when working in teams
- Can receive and deliver honest feedback and criticism
- Prioritizes what the team needs

Languages

- Swedish (native)
- English (fluent)

Other Skills & Interests

- Disc golf
- Life-long passion for games
- Family and friends IT support
- Driver's license

Work Experience

Game Developer

Safe Lane Gaming | Mars 2023 - Present

*Working in a small team at **Raketspel**, developing and maintaining hybrid casual games*

- Developing and testing prototypes
- Maintaining successful titles
- Lots of variety, from brain storming and designing to programming

Kavalri Games | Jan 2022 - Feb 2023

A small studio developing "Equestrian The Game" which launched globally in June 2022

- Built and delivered new features from idea to production state
- Experienced pre- and post release development

Postman

- CityMail Sweden | Jan 2019 - Aug 2020

IT Support Technician

- Perido Skills | Aug 2012 - Aug 2013
- Poolia IT | June 2011 - Aug 2012

Education

FORSBERGS SKOLA
Game Programming | Aug 2020 - Oct 2022

- Vocational university
- Learning C#, C++, Unity, Unreal Engine, TDD

BLEKINGE INSTITUTE OF TECHNOLOGY
Web Programming | Aug - Dec 2018

- Two courses in HTML, PHP, CSS and SQL

SÖDERTÖRN UNIVERSITY
Game Design and Project Management | Aug 2013 - Jan 2016

- Unity development
- Game design theory and practice
- Agile project management with Scrum

Achievements

Swedish Game Awards 2021
Game: Tokens

- Finalist for Mobile Game of the Year