GAME DEVELOPER

ARDIANA FEJZULLAHU



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LOCATION
Stockholm

PROFILE SUMMARY

Game development student specializing in **gameplay programming** in **Unity** and **C#**. Lead designer on Diver Game, where I led a team of 10 and built most of the gameplay systems and the underwater world. Looking for an internship or junior role where I can grow as a gameplay programmer.

SKILLS

- Programming: **C#**, **Unity**, gameplay systems and mechanics, UI implementation
- Art & tech: shaders, VFX Graph, terrain and environment building, performance **optimization** (LODs, GPU instancing, profiling)
- Design: game design, level design, lighting, environmental storytelling
- Tools: Git, GitHub, **Perforce**, Blender, After Effects
- Teamwork: **Scrum**, team leadership, playtesting, communication

PROJECTS

Diver Game
Lead Designer & Gameplay Programmer · Unity, C# · 2026 · Out on itch.io

- **Multiplayer** underwater mining game. Led a team of 10 and built most of the gameplay and world.

Village Patch
Solo Developer · Unity, C# · In progress

- Cozy farming game I'm designing, programming and animating **on my own**, with farming, fishing, crafting and animals

WORK EXPERIENCE

Postal Worker
Postnord [Jun 2025 - Nov 2026]

- Reliable, independent work on busy routes alongside full-time studies

Home Care Assistant
Säffle kommun [Jan 2022 - Mar 2023]

- Supported patients in daily life, handling challenging situations with patience, empathy, and problem-solving skills.

EDUCATION

Bachelor's Degree in Game Development
Södertörns Högskola [2024 - 2027]

Programming & Design

ADDITIONAL

Vice Chairman & Communicator
LVL Spelförening [2025 – 2026]

Languages: Swedish, English, Albanian