

Robert Sandh

Game Programmer



Robert Sandh - 1980 12 15



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GitHub :
github.com/SaRobban



Portfolio :
comeand.se

Profile

My son finds it awesome that his dad can make computer games. I would find it equally awesome if I could turn my passion into my profession.

I'm therefore sending you my resume, in hope that you and your company can offer me an internship position where I can take the next step and continue to grow and evolve my programming skills.

I have a creative mind. I work hard and I love making games. I have prior experience from Indie game development, game education and various enthusiastic projects. Additionally I handle stress and constructive criticism well.

- Experienced from working with, and leading smaller teams.
- Experienced with international organizations and cross border projects.
- Experienced with responsibilities in different professional fields.

Accomplishments

- Puzzle Dimension 79-Metascore.
- 24h Game Jam Botkyrka - 1st prize - 2010
- Make Something Unreal Contest 2008 - Honorable mention (top 10).
- DreamHack 03 - Representative for Chalmers project.
- Svenska mässan 02 - Representative for VR-centrum

Education

Yrgo

Game Creator Programmer - YH Gothenburg, Sweden - 2020 - 2022

- Higher Vocational Education Diploma - Programming for games

Xenter

The Garden - KY Stockholm, Sweden - 2008 - 2010

- Higher Vocational Education Diploma - Level design, Game design

Studium, VR-Centrum

Computer Graphical Design - KY Gothenburg, Sweden - 2000 - 2002
3D navigation & simulation - KY

- Higher Vocational Education Diploma - CGI, 3D modeling.
- Higher Vocational Education Diploma - 3D simulation in different software

Polhem

Industrial Design - GY Gothenburg, Sweden - 1997-2000

Experience

Doctor Entertainment AB

3D artist Uppsala, Sweden (6 months) 2010 - 2010

- Artist, Environment artist for the game "Puzzle Dimension".

Biaz

3D Artist Stockholm, Sweden (2 months) 2010 - 2010

- Freelance work creating models, riggs and animations for an online app.

Iguana entertainment limited

Internship Game design, QA. Middlesbrough, England (6 months) 2009 - 2009

- Working in a group of game designers we designed four desktop games. (This studio later became incorporated into Team17).

Volvo Car Corporation

Assembly line Operator Gothenburg, Sweden (16years) 2003-2008, 2010-Present

- Car assembly
- Technical advisor
- Technical advisor lead
- Evacuation leader
- First Aid Lifesaver
- Safety representative (Union)
- Sustainability overseer

Project References

Crumble and fall - Programmer

<https://yrgo-game-creator.itch.io/crumble-and-fall> 2021

- Physics programmer ,FX/Juice programmer in a Yrgo project.

Späjs Invädors - Programmer

<https://github.com/SaRobban/Space-Invaders> 2020

- One of two programmers in a Yrgo project. Recreating Taito´s Space Invaders 1978.

Puzzle Dimension - Environment Artist

https://doctorentertainment.com/puzzle_dimension 2010

- One of two artists responsible for all art assets in the game "Puzzle Dimension".

The Craziest TD, Empire builder Ancient Egypt - QA, Game design

2009-2010

- Quality assurance, pitching and game design for desktop games at Iguana interactive

References

Robert Esbjörnsson

Yrgo - Teacher, Game Creator Programmer
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Jesper Rudberg

Doctor Entertainment - Owner
Email: jesper@doctorentertainment.com
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