

JOHAN Brandt



 Stockholm, Sweden

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SKILLS



LANGUAGE SKILLS

- Swedish – Native
- English – Fluent

Relevant Experience

Programming Lead Intern
ION Game Design | 2024-Present

- Began as a Game Programmer but quickly acquired the position as Programming Lead, guiding a team of 5–10 programmers in the development of a new title.
- Developed the foundational networking features and implemented advanced AI pathfinding systems.
- Developed multiple core gameplay features and built editor tools that streamlined the team’s workflow.
- Contributed to a project now scheduled for Early Access release at the end of the internship.

EDUCATION

Game Programming
FutureGames | 2022-Present

- Refined programming expertise through hands-on, team-based projects.
- Emphasis on improving workflows, communication, and collaboration with designers to streamline the development process.

Bachelors Programme in Computer Game Development
Stockholm University | 2021-2022

- Built a foundational understanding of core game development principles and production pipelines.
- Engaged in collaborative coursework that prepared for specialized, hands-on programming work.

EMPLOYMENT

Store Manager, Assistant Store Manager, & Sales Associate
GameStop | 2016-2020

- Progressed from Sales Associate to Assistant Store Manager and ultimately to Store Manager roles by demonstrating leadership, adaptability, and strong communication skills.
- Fostered teamwork, oversaw daily operations, and maintained high-quality customer experiences.
- Consistently embraced new responsibilities and balanced weekend shifts and training of new recruits.

Sales Associate (Part-Time)
Webhallen | 2020-2024

- Continued part-time work while studying, leveraging customer engagement skills honed in previous roles.
- Maintained a strong focus on teamwork, quickly adapting to changing store needs.