Jacob Engelhardt

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Portfolio: https://jacobengelhardt.com ● https://www.linkedin.com/in/jacob-engelhardt-681a51248/

Education

Ongoing:

Bachelors in Game Design and Programming   Sept 2022 – Jun 2025
Uppsala University   Visby, Sweden

Notable Game Projects

Group projects:

Atlantean Descent   Mar – Jun 2024
Uppsala University: "Game Production 2 – Vertical Slice"
Role: Programmer   **Competencies:** Unreal Engine 5, Blueprints,
Git, Turn-Based Combat, AI

Gold Fishing   Mar – May 2023
Uppsala University: "Game Production 1 – Arcade Games"
Role: Product Owner, Programmer   **Competencies:** Unity, C#, Scrum, Plastic SCM

Additional: Displayed at Gotland Game Conference 2023.
Nominee for the award "Best Arcade Experience"

Solo projects:

Tetris Recreation   Sept – Oct 2023
Uppsala University: "C/C++4 –Computer Games in 2D"
Role: Programmer   **Competencies:** C++, Git, Tile systems

Work Experience

Café Attendant   Summer 2022, 2023
Breda Blick och Gute AB   Visby, Sweden

Camp Counselor   Autumn 22, Winter 23, Winter 24
Stenkumla Församling   Vibble, Sweden

Skills

Languages: Swedish (Native), English (Fluent)
Programming Languages: C/C++, C#
Tools: Unity, Unreal Engine 5, Git, Plastic SCM, Jira

Interests

- Photography
- Physical and Digital Drawing
- Playing Musical Instruments