





Malte Linde Neveling

CONTACT

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SKILLS

- Hobbyist in backend/frontend development as well as graphics programming.
- Flexible, learning a new programming language or framework is never a problem
- Fluent in Swedish and English

Frameworks / Languages

- C#
- C/C++
- Rust
- UE5
- Docker
- Javascript
- Linux
- HTML/CSS

WORK EXPERIENCE

Gameplay programmer internship

Mantis Games, Gent (remote)

Reference: tim@mantis.games

June 2024 - Jan 2025

- Working on “Deck of Haunts”
- Developing small to medium sized features independently.
- A rewrite of the core card data structure (it's a deck builder game)
- Bug fixing among other minor tasks
- I have learned a lot about writing flexible code and working independently without direct management.

EDUCATION

Futuregames - Game programmer (Higher vocational school)

Duration: October 2022 - January 2025, Boden

Description: Game development specific vocational school. Mostly consisted of group projects using Unreal engine and Unity, such as [Rif Breaker](#), a first person shooter with a cloud synced high score list and [ECOCIDE](#), a first person melee defense game. More about the group projects can be found in my [portfolio](#).

NTI - Information- and media technology (high school)

Duration: August 2019 - June 2022, Stockholm

Description: High school course with a focus on future technology, where we have worked with virtual reality, augmented reality (Microsoft hololens), Unity, Unreal engine and Blender.