

JOSEFIN DE LA MOTTE

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Phone: +46 793 354 518

Based in: Malmö, Sweden / Remote



JOB EXPERIENCE

2021-2024 Thunderful Games

Junior **Programmer** mostly focused on **Gameplay**.

Unannounced **STEAMWORLD** Game #1 (*mobile, C#, Unity*)

Team Size:

- All enemies
- Interactive level objects
- Gameplay mechanics
- Heavily refactored the gameloop code alongside another programmer.

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Unannounced **STEAMWORLD** Game #2 (*console, steam, C#, Unity*)

Team Size:

- ECS using Unity DOTS
- Enemy behavior
- UI Implementation using Unity's UI Toolkit

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EDUCATION

2019-2021 FUTUREGAMES

Game Programming - Higher Vocational Education Degree

See <https://www.delamotte.dev> for the highlights of my student projects.

Our game **SAFETY PROTOCOL** was a **finalist** in the **Sweden Game Awards 2021**, in the category of Best Narrative Execution. I created the dialogue system.

Degree project: Audio Programming Tech Demo UE4. [See video presentation here.](#)

2014-2016 Kansai College of Business and Language 「関西外語専門学校」

Japanese Language studies in Osaka, Japan

PROFESSIONAL SKILLS

C#, C++, Blueprint

UNITY, Unreal Engine

Plastic, Perforce

HacknPlan, Trello, Miro

Video Editing, Audacity

LANGUAGES

English ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Swedish ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Japanese ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

Korean ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

OTHER MERITS

Conceptualized and organized a non-profit [Korean cultural event](#) in 2014, with **330 visitors**. Including live performances of taekwondo, cello, dance, movie screenings, calligraphy classes, karaoke, contests and more.