

Jonathan Ebsen Mäensivu

*Gameplay
Programmer*



Jonathanem.prog@gmail.com

github.com/FutureTony

My LinkedIn

SKILLS

C# – Competent

C++ – Amateur

HTML – Competent

CSS – Competent

LANGUAGES

Swedish – Native/Bilingual

English – Fluent

EDUCATION

Gameplay Programmer

FutureGames [↗](#)

2023 – present | Stockholm, Sweden

Software Programmer

NTI Södertörn [↗](#)

2020 – 2023 | Stockholm, Sweden

EXPERIENCE

Project Assembly(Unity) [↗](#)

Gameplay Programmer

2024 – present

Work in progress.

My Contributions:

- Inventory System
- Dialouge System

Sour Security(Unreal Engine) [↗](#)

Gameplay Programmer

2024-10

My Contributions are:

- Save System(blueprint base)
- Interaction System

Fleshbound(Unreal Engine) [↗](#)

General Programmer

2024-04 – 2024-07

My contributions are:

- Highlight component
- Save System
- UI functionality

AWARDS

Swedish Game Awards [↗](#)

SGA

2024-09-06

Together with team SplatterPunk