

Cornelis Mellin

Programmer

CONTACT:

- ☎ +46 73 030 06 62
- ✉ Cornelis_Mellin@hotmail.com
- 📍 Landskrona
- 🌐 www.cornelismellin.com
- 🌐 [Itch.com](https://it.ch.com)

SKILLS:

- C++
- C#
- Unreal Engine
- Unity
- Jira
- Perforce
- Github

EDUCATION:

FUTUREGAMES

2024-PRESENT

Game Programmer

NÖSNÄS GYMNASIET

2011 - 2014

Computer and Communication
Technology

LANGUAGE:

- Swedish: Native
- English: Fluent

SUMMARY:

Game programming student skilled in Unity and Unreal Engine 5, with experience from game jams and academic projects. Actively seeking an internship to develop practical experience in a professional game development setting.

WORK EXPERIENCE:

KJELL & COMPANY

2023-2024

Sales representative

- Customer and colleague communication via in-store, email, and phone.
- Goods handling, deliveries, internal systems, and order preparation.

GAME DEV PROJECTS:

ACADEMIC PROJECTS

Shroom - Complex sorting (Group Project 4)

- 4-week project in Unreal Engine
- Created interaction system with sorting and inspecting mushrooms.
- Implemented Day/Night Cycle

Parcel Wings - Action Story (Group Project 3)

- 7-week project in Unreal Engine
- Implemented AI behaviour, sounds, core background systems support game logic and flow.

Jelly's Journey - Hack-and-Slash (Group Project 2)

- 4-week project in Unity
- Built inventory system. Including item management, UI integration, and player-equipment logic.

GAME JAM PROJECTS

Warehouse Havoc - Semi-Truck Simulator

- 7-Day Game Jam in Unity
- Designed the physics-based truck movement.