

CARL NORDHOLM

Game Programmer

CONTACT

Stockholm, Sweden
+46 73 268 2600
nordholm.carl@gmail.com
[linkedin.com/in/carl-nordholm/](https://www.linkedin.com/in/carl-nordholm/)
carlnordholm.com

SKILLS

C++, C#
Unity, Unreal Engine
Dear ImGui
PhysX
Visual Studio, VS Code, Rider
YouTrack, Taiga, Goodday
Perforce, Github
VR / AR Development
Steamworks API

LANGUAGES

Swedish - Native
English - Professional

HOBBIES

Sailing
Video Games
3D Modeling

SIDE WORK

3D Model Designer

Marklinofsweden (2021 - 2023)

- Designed 3D-printable models that were featured and sold by the YouTuber Marklinofsweden.

Sailing Instructor

Scouts and Skeppsholsgården (2021 - Present)

- Working in different teams to teach sailing and life at sea. Strengthening collaboration, leadership, and communication skills.

RELEASED GAMES

High Frontier 4 All - Mobile
Nothing Strange Here

EDUCATION

Game Programmer

The Game Assembly (2022- 2025)
Higher Vocational Education

- Developed 8 game projects (5 using C++ inhouse engines, 2 using Unity, 1 using Unreal) in multidisciplinary teams of around 13 members. Primarily created front end systems, gameplay and tools.
- Created C++ game engine using DirectX 11 API and ImGui for tool implementation.
- Specializing in gameplay and tools development.

Design- and Product Development

NTI Gymnasiet Odenplan (2019 - 2022)
High School

- Programming in C#.
- Basic 3D modeling and animation in Blender and Maya.

WORK EXPERIENCE

Programmer & UI/UX Designer

Dandelion Developers (2025 - Present)

- Design, create, and implement UI systems and their supporting backend for Nothing Strange Here.
- Refactor legacy UI architecture to significantly boost frame performance, maintainability, and code scalability.
- Collaborate with designers and writers to align interface systems with core gameplay mechanics and narrative design.
- Maintain release stability and platform performance for Windows and Steam Deck builds.
- Engineered custom foliage and environmental shaders, establishing a fresh visual identity for the title and significantly upgrading rendering quality across all environments.

Game Programmer Intern

Ion Game Design (2024 - 2025)

- Contributed to the development and maintenance of the game High Frontier 4, focusing on both back-end systems and front-end interface design.
- Enhanced critical networking systems, including the command system, to improve performance and reliability.
- Coordinated with other developers to ensure technical systems integrated smoothly with gameplay and long-term project needs.
- Owned key release processes within the build pipeline to deploy High Frontier 4 across iOS and Android platforms.