

Samuel Andresen

Audio Programmer

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Portfolio (student projects): samuelandresen.com

EXPERIENCE

2018 - 2019	Remedy Entertainment Plc	<i>Audio Programmer Intern</i>
2019 - 2021	Remedy Entertainment Plc	<i>Junior Audio Programmer</i>
2021 - 2023	Remedy Entertainment Plc	<i>Audio Programmer</i>
2024 - 2025	Spliced inc	<i>Audio Programmer</i>
2024 - Present	Spliced inc	<i>Senior Audio Programmer</i>

EDUCATION

2013-2016	LBS Lund www.lbs.se/lund/ <i>Upper Secondary School</i>	<i>Game development (Technical program)</i>
2016-2019	The Game Assembly thegameassembly.com/	<i>Advanced Diploma in Higher Vocational Education in Game Programming</i>

SKILLS

Great knowledge

VisualStudio	<i>9 years daily use</i>
C++	<i>9 years daily use</i>
Wwise	<i>1 school project & 3 shipped AAA projects</i>
Unreal Engine	<i>2 years professionally on unannounced project</i>

Good Knowledge

Fmod	<i>4 school projects</i>
Unity	<i>VR gamejam, level export & minor projects</i>
C#	<i>development tools and minor Unity/XNA projects</i>
Lua	<i>1 school project, 1 hobby project and light professional use</i>

LANGUAGE

Swedish	Native language
English	Full professional proficiency

RELEASED TITLES

Control	Remedy Entertainment Plc
Crossfire X (story mode)	Remedy Entertainment Plc
Alan Wake 2	Remedy Entertainment Plc