William Melander

Gameplay / Player Programmer

ABOUT

I am a creative, passionate, and detail-oriented gameplay programmer with a strong drive to bring a game's vision to fruition, and develop my skills to make it happen.

I leverage my game design degree and experience when programming to create systems and gameplay that deliver a polished, responsive, and compelling experience to players.

FUN FACT: Grew up in Sweden, Japan, Costa Rica, the UAE and US.

CONTACT INFORMATION / LINKS

BASED IN STOCKHOLM, SWEDEN

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ITCH.IO: OL-MILK.ITCH.IO

SOFTWARE / TOOLS

- C++
- C#
- YouTrack / Jira
- Perforce (P4)
- Github
- Unity DOTS
- C++ Custom Game Engine
- Dear ImGui
- Nlohmann JSON

SKILLS

- Scrum / Agile
- Object Oriented Programming
- Data Oriented Programming
- ECS
- Knowledge in Game Design
- Rapid Prototyping
- Global Experience

LANGUAGES

Swedish (Native)

English (Native)

EDUCATION

August 2024 - Present

The Game Assembly - Stockholm

Higher Vocational Education Diploma, Game Programming

Generalist game programming with personal and group projects consisting of 14+ people using Unity and a custom C++ game engine. Responsible for Player Programming as well as assisting in other Gameplay Systems. Courses in Linear Algebra, Network Programming, Tool Development, Data Structures, and more!

October 2020 - June 2023

Uppsala University - Campus Gotland

Bachelor of Art, Game Design and Programming

Studied Game Design with a focus in Game Programming and wrote my thesis on OldSchool RuneScape's polling system and how it made players feel like they had control over what changes the developers should and shouldn't make.

August 2016 - June 2020

Frisco High School (FISD) - Frisco, Texas

High School Diploma

Graduated from Frisco High School and majored in Computer Science, taking the Advanced Placement courses (equivalent to college level).

EXPERIENCE

August 2026 - Present

Head First Studios

Game Programming Intern

As part of the internship I learned Unity DOTS as well as utilized Plastic SCM (Unity Source Control). Created physics based Tower Defence game within DOTS utilizing the Job System as part of onboarding. Additionally created a level event node graph tool for Level Designers using Unity 6.6 Graph Toolkit package.

July 2025 - March 2026

Connect 5G, Inc.

Part time UX Developer

R&D work on new front-end features and UX for Connect 5G's 5G core network Opus-M, built on Linux foundations Magma open-source project. As part of the job I worked in a Scrum workflow utilizing Jira and using Github as source control. I have also become familiar with virtual machines, Ubuntu, React, and Typescript.

Notably, I developed a new service to handle Access Gateway remote commands.