



Stefán Þór Halldórsson

Game programmer

PROFILE

I am passionate game programmer. I excel at overcoming obstacles and thrive on learning new things. I am a fast learner with adaptable skills in programming. I do not give up and I am always ready to learn how I can improve my codes and work. I have great skills in C# and C++. I have good experience in working in Unity and Unreal Engine.

EXPERIENCE & PROJECTS

2022

A.I, Level designer & Programmer | Unity

SLAPPY KNUT

- Created/programmed both of the bosses and their pets.
- Level designer for the boss fights.
- Made the bosses A.I.
- Inventory
- Weapon equip
- Pet equip

2022

Programmer | Unity

PATHFINDING

- Breadth First Search was used for the pathfinding algorithm.
- A.I player collects all keys while avoiding traps that kills when stepped on. When all keys are collected the exit doors open.
- Player finds the shortest/fastest way.

2023

Product owner | Unity

SK8 ESCAPE | MOBILE GAME

- Product owner of the Mobile Final Project with 4 group of total 17 programmers.
- Managed Sprint planning and Sprint Review each week, attended daily's and lead daily's.
- Responsible for the quality and standards of the product.
- Made backlog tickets weekly for each group.
- Unblocked/helped people when needed.
- Made sure milestones were achieved/overall vision of the game was full filled.
- Handled the pull requests, kept the dev branch clean, feature freeze to release branch and oversaw hot fixing every Friday before Sprint reviews and presented.
- Published on Google Play. www.sk8escape.com

2023 - On going

Programmer | Unreal Engine 5.2

INTO THE VOID HORIZON

- Programming all the functions of the player.
- Gameplay programmer.
- Made the obstacle A.I.
- Created a wall that approaches the player at every moment and if the wall hits the player the player dies.

CONTACT



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www.google.is/dan

EDUCATION

2022 - PRESENT

FORSBERGS SKOLA

Game programmer

2014 - 2016

REYKJAVÍK UNIVERSITY

Studied computer science

2013 - 2014

KEILIR

Student

PRO.SKILLS

Unity

C++

Unreal Engine

C#

HTML

Python

CSS

Java

SDL

JavaScript

Mobile game development

Pathfinding

Jetbrains Rider

Visual Studio