Martin Larsson

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SUMMARY

Dedicated professional with over five years of experience at a small, rapidly growing company which I've helped expand by tackling various roles within development teams. I love learning, and devising scalable solutions with my team.

Beyond my professional life, I am a tech enthusiast, particularly when it comes to computers and keyboards. I spend lots of time tinkering with custom keyboards, writing custom firmware, and optimising keyboard layouts for fun. Additionally, I also love playing with my development environment, both on an operating system level, but also tweaking my code editor. I also game, primarily Counter-Strike which I've played my entire life, and sometimes other shooters too.

Outside of tech, I have an affinity for music, having played guitar and drums, as well as having been a part of a percussion orchestra. Lastly, I've been enjoying disc golf for the last four years. I've also had the time of my life with our new Cocker Spaniel puppy, Viggo who has delighted my life in countless ways.

EXPERIENCE

Intermediate Programmer

Fast Travel Games   April 2023 – Present, Stockholm

· Currently working on Mannequin, our newly announced and first ever multiplayer title, which is being built in Unreal Engine 5, and is currently out in open Alpha.

· Built everything surrounding custom games, which includes: requesting sessions from PlayFab, server ownership, password protected sessions, persisting replicated data (lobby game settings) over a session and travel, automatically generated game settings UI, server browser, and more.

· X-Ray/Detection system that handles which other players all of the clients should be able to see through walls and when they should be visible.

· Editor tooling for designers which made it a breeze for them to place replicated groups of objects which interact with each other, a group could consist of: Door/Elevator, Buttons, and the state handler which ties it all together.

· Worked on a gameplay feature for our Agent team which can shoot a pulsating device that detects enemy players in close proximity, this feature works with the X-Ray/Detection system.

· Built a CLI tool in Rust for helping playtest a multiplayer environment, has features such as: start local server, emulate custom game session using PlayFab's local multiplayer agent, start many clients which auto-connects to the server, all in a single command.

· Worked with Vivox for our VoIP.

· I've taken part in some interviews when we've looked to expand our tech team.

Junior Gameplay Programmer
Fast Travel Games   **May 2019 – April 2023, Stockholm**

- Cities: VR
- Interacted with the significant code base from Paradox (built by Colossal Order and Tantalus), which had a large framework outside of Unity handling systems, like simulation, rendering, and more.
- Responsible for the initial prototypes and the final iteration of the VR controls, which are used to interact with the game systems from 'Cities: Skylines'.
- Played a role in making gameplay and UX decisions due to limited designers on the project.
- Contributed to creating build systems using TeamCity.
- Responsible for porting and iterating on the existing game systems for PlayStation VR 2, as well as implementing Trophies, PS5 haptics, and more.
- Released on Meta Quest 2, Pico Neo3, and PlayStation VR 2 (as a launch title!).
- I also got the opportunity of onboarding new employees and contractors coming to the Cities: VR project.
- Cities: VR was a significant learning experience, navigating and interacting a complex code base from two different companies (Colossal Order and Tantalus) with differentiating ideas and requirements, as well as developing for a new and unexplored platform as a launch title.

- Rapid Prototyping Team
- Collaborated with a small team to rapidly prototype diverse ideas and mechanics using Unreal Engine.
- Exploring various game concepts, ideas, methods, and exotic workflows to build games (including building a small game in Meta Horizon Worlds).

- The Curious Tales of the Stolen Pets
- Scripted gameplay level–flow across multiple levels.
- Developed a serialization system for saving and loading game data.
- Implemented an achievement system.
- Created core UI systems for the main and settings menu.
- Released on Meta Quest 1, PlayStation VR 1, and various PC VR storefronts.
- Made in Unity with FlowCanvas for visual scripting.

Gameplay Programmer Intern
Fast Travel Games   **November 2018 – May 2019, Stockholm**

- As an Intern at Fast Travel Games, I programmed gameplay systems, fixed bugs, and assisted with live game patches. I contributed to patching 'Apex Construct'. Additionally, I worked on two vertical slices which got cancelled while also participating in testing and providing feedback.

EDUCATION

Qualified Vocational College Degree in Game Development
Playground Squad · Dalarna, Falun · 2019

SKILLS

Game Engines: Unreal, Unity

Languages: C, C++, C#, Lua, Angelscript (by Hazelight), Rust (currently learning). I can also make simple tools in shell scripts and Python.

Platforms: PC (Steam, Oculus, Vive), PlayStation 4/5 (PS VR 1/2), Android, Meta Quest 1/2/3, Pico Neo3.

DevOps: TeamCity, Premake5, CMake, Cargo, UnrealGameSync.

Operating Systems: Windows, Mac, Linux (Arch, Ubuntu).

Misc: Perforce, Git, PlayFab, ADB, Unreal Insight, WSL, Vivox, Flatbuffers.

Development Environments: Rider, CLion, Visual Studio, VS Code, Neovim.