



Hugo Rogmark

Gameplay Programmer
(Unreal Engine/C++)

Contact

+46732034519

hrogmark@gmail.com

Lund, Sweden

www.hugorogmark.com

About Me

I'm a programmer who's had the luxury to experience many stages and fields of game development, from early prototype to shipping a game, gameplay to writing cross-platform framework to mentoring interns.

I believe good games come from good team spirit so I try my very best to improve and keep up morale to allow the teams joy to be transferred into the project at hand.

Skills

- Unreal Engine
- C++
- Blueprints
- Perforce
- Multiplayer/Online Systems
- Live Service Development

Education

- Yrkeshögskoleexameninriktning Spelprogrammerare 2019-2021
The Game Assembly Malmö

Experience

- Gameplay Programmer 2023-Present
Rennsport

- Generalist programmer on a live-service title that spent an extended period in early access, requiring rapid onboarding to a large and evolving codebase. Shipped the game and gained first-hand experience following TRCs and passing platform certification.
- Developed and explored multiple complex systems, including first-pass Virtual Reality support and modding/user-generated content features.
- Developed the Time Trial game mode in collaboration with a colleague, including global leaderboards and player ghost data.
- Supervised two interns who expanded the feature with production-quality polish, such as a seamlessly updating opponent reflecting real-time leaderboard changes.
- Took ownership of the vehicle physics system requiring a steady hand to manage a high-risk and experimental process that is core to the racing genre. Fine tuning the balance of real-world physics to player expectations in collaboration with senior leadership.
- Owned platform SDK updates and integrations for PC, PlayStation 5, and Xbox Series X, including designing and implementing a custom Xbox Series X framework to manage hardware-level systems in the absence of a provided implementation.

- Junior Gameplay Programmer 2021-2023
Invisible Walls

- Joined the studio as an intern and progressed into a junior gameplay programmer role, working on Neighbours: Suburban Warfare from early on in its life-cycle.
- Worked in a generalist role on an early-stage project, contributing across multiple areas.
- Helped implement foundational gameplay systems, including interaction with physics-based objects.
- Supported gameplay development by bridging Unreal Engine Blueprints and C++.
- Assisted Technical Art and Animation teams in bringing assets and setups into the game.
- Collaborated closely with level design, frequently discussing and iterating on gameplay ideas.

Awards

- Swedish Game Awards 2021
<https://www.swedishgameawards.se/2021-submissions/finalists>
With our exam project at The Game Assembly, we won the following categories: Game of the Year, Best Execution in Audio and Best Tech execution. Largely thanks to our custom 3D engine.

References available upon request