

Esteban Morales

Programmer

Eligible to work in
the U.S

I am a hard working, diligent, creative, passionate and motivated developer. I am always eager to learn, adapt and develop my professional skills.

I lived in Sweden for five years, where I studied programming and worked for two years as the main programmer in many projects within The Gang Sweden (a Swedish game company). As a programmer, I developed strong interpersonal skills and learned how to collaborate with colleagues of different disciplines.

Work History

2025-01 - 2025-04 **Lead Game Programmer**

Enlightale, Stockholm-Remote

As the Lead programmer on this **Unreal Engine(C++)** project, I managed other programmers under me, worked on new features, on the overall code structure and on refactoring and maintaining good code.

2023-01 - 2024-12 **Junior Game Programmer**

The Gang Sweden, Stockholm

I developed multiple new systems as the main programmer in various projects in **Roblox** using **Luau**, including developing UI, tools and gameplay mechanics. I fixed bugs, refactored old code, wrote clean new code, set up analytics and managed the release of the updates, Including the release of a DreamWorks Roblox game from start to finish.

Programmer Intern

Valiant Game Studio, Järfälla

I worked on a **Unity** game. I refactored existing code(**C#**), resolved bugs of all kinds, reworked old systems (Ex: Card Handling Systems) and created new systems (Ex: Procedurally Generated Maps) and other UI systems and more.

2022-06 - 2022-12

Education

2020-05 - 2022-12 **Trade Degree: Game Programmer**

FutureGames, Stockholm

During my education I worked on four big game projects alongside designers and artists (more about the projects and my role in them can be found in my portfolio link in this CV).

During this education I learned and practiced teamwork skills relevant for game development and developed my programming abilities with **C#** and **C++** .

Contact

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Portfolio

<https://eimorales.wixsite.com/estebanmorales>

Technical Profile

- Unity(C#)
- Unreal Engine(C++)
- Roblox(Luau)
- Perforce
- Git
- Fork

Competencies

Writing clean code

Coding sustainable systems

Bug solving

Team work

Creativity/ affinity for design

Refactoring

Learning

Problem solving

Proficient english

Proficient spanish

Intermediate swedish