MARKUS KOFFMAN

GAMEPLAY PROGRAMMER

PORTFOLIO
https://markuskoffman.wixsite.com/markus-koffman

SKILLS

Experience
- C# (Unity)
- C++ (Unreal Engine, Custom Engine)
- HTML, CSS & Javascript
- Java
- GitHub & Perforce
- Jira, Trello & Miro
- Maya

Knowledgeable
- Python

CONTACT

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REFERENCES

Digital Lead at ION Game Design: Stewart Wan
https://www.linkedin.com/in/nice1stu/

Creative PM at ION Game Design: Spilios Kehagias
https://www.linkedin.com/in/spilios-kehagias-107b74227/

Art Lead at ION Game Design: Dag Petersen
https://www.linkedin.com/in/dag-petersen/

WORK

Ionized Game Design - Internship
Gameplay Programmer | May 2025 - December 2025

Dino Dynasty: Evolved
- Worked with Ability system, UI functionality, Events, Setup groundwork for expanding the game and Optimization

PROJECTS

Shards of the Banished (2025)
FutureGames Sideproject | In Development / 22 People

- Worked with Skilltree, Weapon upgrades and UI
- Steam page: https://store.steampowered.com/app/3743590/Shards_of_the_Banished/
- Itch.io page: https://greenbeamstudio.itch.io/shards-of-the-banished

Tanks 'N Towers (2022)
University Project | 8 Weeks / 8 People

- Worked with Enemy behaviour, Game loop, Tank upgrades, Wavemanager
- Itch.io Page: https://stvlkrddn.itch.io/tanksntowers

EDUCATION

FutureGames - Gameplay Specialization
Game devlopment | Sept 2023 - Dec 2025 (Current)

- Average VG

Stockholm Univeristy - Game Devlopment
Bachelor in Game Devlopment | Sept 2020 - June 2023

- Average grade: 15,25

LBS (Ljud och Bildskolan) gymnasium
Gamedevlopment Program | Sept 2017 - June 2020

- Average Grade 15.8

LANGUAGES

Swedish (Native)
English (Fluent)