

DAVID “NIPSETT” JOHANSSON

Game Programmer | UE5 / C++

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PROFILE

Game Programming student at Forsbergs Skola (Stockholm) building toward a programming role in UE5/C++ with a focus on gameplay, systems, and tools. Background of 10+ years in graphic design and art direction (in the music industry - Sony Music Publishing, Universal Music, and others) before transitioning to programming.

SKILLS

Programming/Game dev: C++, C#, Unreal Engine 5, Unity, Visual Studio, Rider.

Tools: GitHub, Fork, Trello, Figma, Blender, Adobe Suite.

Other: Technical documentation / case studies, Creative direction, Agile workflows.

CAREER / PROJECTS

Contact UE5.8 · C++

July - August 2026

First-person tactical shooter

- Utility-scored AI decision-making.
- Fully decoupled runtime debug visualizer (vision cones, agent state, comms).
- Physics-material-driven hit reactions.
- Realistic first person camera feel, including sway, aiming and headbobs.

Data Gathering Group project · UE5.6 · C++

July - August 2026

Collaboration with Stockholm based studio

- In-engine heatmap visualization tool built as a custom Editor Utility Widget for real-time playtest analysis.
- Density-grid + Gaussian blur texture generation for movement heatmaps, with deterministic per-event-type color coding.
- Data-driven filter discovery system generating UI checkboxes dynamically from runtime telemetry, no hardcoded lists.
- Diagnosed and resolved native crashes and stale reflection bugs during a full engine-module migration into a standalone plugin.

Perfect Guard UE5.8 · C++

June - July 2026

Third-person deflect-based combat sandbox

- Component-driven architecture (IDamageable interface, FEnemyStats single source of truth).
- Behaviour-tree enemy AI (Roam, Chase, Attack, Surround, Dodge and Guard) with states.
- Player state machine and Combat Combo system.
- Custom Editor Utility Widget for batch-tuning and randomizing enemy stats.

Art Director / Graphic Designer Freelance & Part-Time

2015 - 2026

Art direction, Graphic design, Marketing

- 10+ years freelance creative direction and graphic design - music industry clients including Sony Music Publishing, Universal Music, and others. Full portfolio at davidnipsett.com/artdirection.

EDUCATION

Forsbergs Skola - YH, Game Programming

September 2025 - 2027, Stockholm

Group projects, Vector math, Agile Workflows, Data structures, Design patterns, UE5/Unity/Raylib.

Cybergymnasiet - Digital Arts and Crafts

August 2016 - June 2019, Stockholm