

ROBIN KROKFORS

Game Programmer



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SUMMARY

Game Programmer specializing in graphics and performance, with experience across multiple engines and platforms. Extensive work optimizing memory and runtime performance for large open-world games, including continuous world streaming and balancing complex gameplay systems to meet performance targets. Most recently, focused on Unreal Engine 5.

WORK EXPERIENCE

Rendering Programmer <> Liquid Swords

2023 - 2026

- Optimized Unreal Engine rendering and gameplay systems across PC, consoles and handhelds for memory and performance.
- Built and maintained a high-speed world streaming system, parallel physics and render state creation without UObjects to reduce GC overhead and workload scaling based on streaming conditions.
- Tuned rendering performance and memory use across Lumen, Nanite, ray tracing, virtual shadows, hair, and post-processing.
- Improved stability across editor, cooked builds, and platform targets by diagnosing and fixing crashes, race conditions, memory stomps, GPU validation errors, and build and shader compilation failures.
- Implemented platform-specific build configurations, device profiles, graphics settings, and rendering features for Xbox, PlayStation, and Steam Deck.
- Built and extended environment systems and editor workflows for time of day, weather, wetness, lighting, and post-processing.

App & Full Stack Developer <> Wikström Media

2018 - 2022

- Developed and maintained websites, blogs, landing pages, and online stores, from custom themes to full functionality.
- Built backend systems and internal tools, and developed Android and iOS apps to support client goals.
- Worked with WordPress and Drupal, using C#, Java, PHP, TypeScript, SCSS, and HTML.

Game Programmer <> Appcandy

2016

- Developed mobile games using Unity (C#) and Cocos2d-x (C++).
- Optimized games to meet strict performance budgets and run smoothly on lower-end mobile devices.
- Created custom shaders that matched the art direction while maintaining performance.

EDUCATION

The Game Assembly

2020 - 2023

Game Programmer

- Collaborated in multidisciplinary teams using the Scrum development methodology to build games.
- Developed games with Unity, Unreal Engine, the school's C++ engine, and a custom engine built by the team.
- Focused on game development principles, C++, and DirectX 11; built a game engine from scratch and used Git and Perforce for version control.