

JOHN HÖJER

GAME DEVELOPER
PROGRAMMER
IT-CONSULTANT

CONTACT

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DEV LANGUAGES

C#
C++
Haxe
Luau (Roblox Studio)
JavaScript
SQL
HTML / CSS

TOOLS

Unity	Unreal Engine 4
.NET / ASP.NET	OpenFL
Git / P4V	Blender
Photoshop	Maya

SKILLS

Gameplay Programming
Game Math & Simulation
Level Design
Game & Narrative Design
Team Leadership
Communication

EDUCATION

Bachelor in Game Design
Södertörn Högskola, Huddinge
Aug 2023 – Jun 2026
Game development, design & scripting

Gymnasieexamen, Informations- och medieteknik
NTI High School, Stockholm
Aug 2019 – Jun 2022
Programming, SQL & databases, IT infrastructure

REFERENCES

Available upon request

ABOUT ME

Game developer and programmer with a BA in Game Design from Södertörn Högskola, with hands-on experience leading small teams to ship titles on Steam and Roblox. Comfortable with gameplay programming, physics and math systems, and UI/UX, collaborating closely with artists and designers to hit a shared vision. Most recently I built a playable slot prototype end to end, from a simulation-tuned C# math engine to a browser client. Outside of development I make music and study other people's games for inspiration.

EXPERIENCE

Nordic Fox Gaming — Roblox Game Developer Intern Mar 2026 – Jun 2026

- Programmed two Roblox titles in Luau, an incremental game and a shooter, from first prototype to live release and post-launch updates.
- Built a tweening UI animation system plus shop, inventory and pet systems, scaled for mobile, PC and console.
- Implemented an NPC dialogue and quest system with server-side validation of player choices.
- Tracked down a client memory leak with memory snapshots and fixed a progression-blocking bug found through live player data.

Atea Sverige — IT Consultant Oct 2022 – Aug 2023

- Technical support and warehouse operations for enterprise IT clients in Södertälje.

PROJECTS

Glorious Golf Available on Steam

Lead Developer — team of 2 developers, 5 artists

- Led development of a physics-based golf game shipped on Steam, coordinating 2 developers and 5 artists.
- Programmed core physics and math systems driving shot mechanics and gameplay feel, plus menus, UI and shop.
- Designed a checkpoint system with multiple difficulty tiers, and fixed a material memory leak found with a profiler.

Gambling Guns Play in browser

Personal project — C#, ASP.NET Core, Haxe / OpenFL · built with AI assistance

- Playable 6x5 cluster-pays slot with tumbling reels, free spins with a persistent multiplier, wilds and a bonus buy (play money only).
- Server-authoritative: C# math library, ASP.NET Core API that owns the balance and validates bets, Haxe client that only animates.
- Tuned the math with Monte Carlo simulation over 2M spins (94.3% RTP, 27.3% hit rate) and derived a fair 100x bonus buy price over five iterations.
- CSPRNG for play, seeded RNG for reproducible simulations; verified the browser port against 3,300 recorded rounds.

Magecore View on GitHub

Lead Developer — team of 3 developers, 3 artists

- Led a team building a mage roguelike in Unity; programmed enemies, player movement and projectile rigging.

ROBLOX PROJECTS

Coconut Incremental Play on Roblox

Programmer

- Incremental game with 52,000+ visits: progression, physics and tweened animation.

Zombie Hunters Survival Play on Roblox

Programmer

- Survival shooter with 75,000+ visits: weapon, enemy and player interaction systems.

New Title In development

Project Manager & Team Lead — team of 4

- Leading a 4-person team as project manager, owning scope, timelines and task planning.