Jakob Stålander Sigvard
Experienced Game Developer

I am a 31 year old Danish software developer with several years of work experience in everything from medical software engineering to game development on multiple award nominated titles.

I have a total of about 12 years of experience developing games either professionally or as my main pastime.

Experience

2020 - 2023
STEELDUCK Studios
Founder & Lead Developer
Developed Runic Survivor in Unity using C#. Independently published, selling about 10.000 units in its first month.
Nominated for SpilPrisen 2024 - Best Debut

2023 - 2024
Serious Games Interactive
Full-Stack Game Developer
Developed small scale games for clients using Vue.js, Unity and various PHP frameworks.

2022 - 2023
Game Swing
Game Developer (C#)
Worked on their title "OddBallers", a cross-platform title developed in Unity. I worked on developing new features as well as ensuring that the game ran properly on the Nintendo Switch platform as well as Google Stadia.
Nominated for SpilPrisen 2024

2020 - 2022
XMedicus Systems ApS
Full Stack Developer
Developed several features for one of the largest software systems used by private hospitals in Denmark.

2017 - 2020
BizBrains
Microsoft BizTalk Consultant

Reference

Andreas Jalsøe
Lead Full Stack Developer, SGI
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Martin Kai Sommer
CEO, Game Swing
Email: martin@game-swing.com

Contact

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Expertise

- Unity
- Vue.js
- Game Design
- UX/UI Programming
- .NET
- Full Stack Development
- Console Certification
- Agile Development

Education

2017
Bachelor
Web Development

2015
AP Degree
Computer Science

Languages

Danish (Fluent)

English (Fluent)