

JULIAN LETSCHE



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Currently based in Örebro, Sweden -
open to opportunities across Sweden

GAME PROGRAMMER – SYSTEMS FOCUS

INTRODUCTION

Game developer with a background in automotive design engineering, where I spent eight years developing interior components for brands such as BMW, Rolls-Royce and MINI. After discovering my interest in programming I returned to education.

Since then, I've completed a bachelor's degree in Game Design (Programming Minor), worked on multiple Unity projects, and built a custom embedded game engine in C++. I enjoy systems programming, gameplay architecture, and solving technical constraints in creative ways.

SKILLS

- C++
- C#
- Python, Java (basics)
- Unity
- Visual Studio 2022
- Git/ Version Control

PROJECTS

RASPBERRY PI PICO GAME ENGINE

PERSONAL PROJECT

Designed and developed a handheld game console powered by a Raspberry Pi Pico W microcontroller, with a custom game engine written in C++. Built the engine from scratch using an Entity-Component-System (ECS) architecture, designed for strict memory and CPU constraints typical of embedded hardware.

- Implemented core engine systems including physics, input mapping, rendering, and file management
- Designed a lightweight ECS architecture tailored for embedded performance constraints
- Optimising runtime performance and memory usage to improve frame rate and system efficiency

Technologies: C++, Raspberry Pi Pico W, Embedded Systems, ECS Architecture, Git, Visual Studio Code

CALYPSO-1 (10 WEEKS)

TEAM PROJECT (4 PEOPLE)

Multiplayer psychological horror puzzle game developed in a small team as part of our Bachelor's thesis project.

- Sole programmer responsible for gameplay systems, game loop, interaction systems, and overall architecture
- Implemented LAN multiplayer using Netcode for GameObjects for cooperative gameplay
- Developed puzzle mechanics and core interaction framework supporting multiplayer gameplay logic

Technologies: C#, Unity, Netcode for GameObjects, Git, Jira

Showcased at the Gotland Game Conference 2026, where the project received the Jury Spotlight Award and a nomination for Best Audio.

ECHOES OF THE MASQUARADE (10 WEEKS)

TEAM PROJECT (8 PEOPLE)

Gameplay programmer on a roguelike action game developed in a full-time team production environment.

- Developed procedural level generation system using chamber and path prefabs connected via A* path-based validation
- Implemented modular “charm” system for player buffs, enabling scalable and combinable gameplay effects
- Built enemy and boss AI systems driven by player position and game state, including multi-phase boss behaviours

Technologies: C#, Unity, Git, Jira

Showcased at the Gotland Game Conference 2025.

EDUCATION

09/2023 – 06/2026

Bachelor's Degree in Game Design • Programming Minor
Uppsala University – Campus Gotland

WORK HISTORY

09/2019 – 02/2020

Project Manager • EVO GmbH • Munich, Germany

09/2012 – 08/2019

Senior Design Engineer • EVO GmbH • Munich, Germany

- Designed and developed automotive interior components for BMW, Rolls-Royce, MINI, and Carthago
- Resolved design and production issues in collaboration with manufacturing teams
- Coordinated with manufacturing engineers, suppliers, designers, and cross-functional teams across development cycles