

Sofia Lindgren

Game Developer

she/her •

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ABOUT ME

Hi, I'm Sofia! I'm a developer with a strong passion for backend systems and object-oriented programming. A fast learner with broad IT expertise and a genuine curiosity for technology. I enjoy solving complex problems, learning new technologies, and building reliable, maintainable software.

PREV. JOBS



Filimundus AB

Lead Game Programmer (Nov 2024 - Sep 2026)

During my time at Filimundus, I specialized in game programming and tooling using Unity and C# while contributing across multiple areas of indie game development.

- Shipped multiple new games and 150+ updates from start to finish.
- Ported [BRIO World - Railway](#) from mobile to Steam & Nintendo Switch.
- Shipped a custom content management system (CMS) for our streaming service [Barnvärlden](#).
- Set up TeamCity (CI/CD), automating building, testing and publishing of our 25+ games.
- Achieved a 4,000% increase in user reviews quarter-over-quarter.
- Managed our collaboration with Epic Games, being an exclusive early access partner on mobile.
- Responsible for all customer emails, handling roughly 400 support cases per quarter.
- Held collaborations with Stockholm University to introduce game students to level design.



Stockholm University

Teaching Assistant (Jan 2024 - Apr 2026)

Assisting students with Git, C# and augmented reality for accessibility through Unity.

EDUCATION

Stockholm University (2021-2024)

Bachelor of Science in Computer and Systems Sciences

Drottning Blankas Gymnasieskola (2018-2021)

Media and Information Technology

SKILLS / TOOLS

- C#, C++, JavaScript, Python
- Unity Engine
- AWS & Google Cloud
- MySQL
- TeamCity
- Steamworks, Nintendo eShop, Epic Games

REFERENCES

Linus Feldt

CEO, Filimundus AB

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