



Tom Ille

Game Developer

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📍 Gothenburg, Sweden

Work Experience

Senior Software Engineer

01/2023 - present

Ringtail Interactive

Stockholm, Sweden (Remote)

Worked on a [large-scale multiplayer project](#) in Unity and .NET.

- Designed high-level software architecture.
- Built APIs and Unity Editor tools.
- Developed core gameplay features.

Software Engineer

05/2021 - 12/2022

Navico Sweden AB

Gothenburg, Sweden

Part of a team of developers and designers to develop software for an [in-house maritime electronics platform](#).

- Android UI Development with Kotlin
- C++ Backend

Full Stack Developer

08/2018 - 12/2020

TTE Europe GmbH (Freelance)

Dresden, Germany

Solo Mobile & Web Development

- Sole developer of [www.waffenbuch.de](#).
- Sole developer of a Barcode Scanner App with Visual Studio Xamarin and .NET

Intern

03/2017 - 06/2017

TraceTronic GmbH

Dresden, Germany

Part of Unity development Team.

- Unity Prototyping
- 3D Modelling

Education

M.Sc. Game Design and Technology

07/2017 - 12/2020

Gothenburg University

Gothenburg, Sweden

Computer Graphics, Unity, Unreal, AR/VR, AI Algorithms, Game Engine Architecture, Gameplay Design, Software Quality

B.Sc. Media Informatics

10/2014 - 06/2017

University of Applied Sciences

Dresden, Germany

Software Engineering, Computer Graphics, Design Tools

Profile

I am a passionate game developer and software engineer focused on creating player-centric experiences through well-designed, maintainable systems. I specialize in high-level design and implementation of core game functionality, software architecture, and crafting fast, reliable code as the foundation of great games.

With a forward-thinking mindset, I prioritize clear communication and collaboration to foster highly productive teams and ensure long-term success.

Skills

Computer Languages

C#, C++, Kotlin, Java, C, PHP, HTML, Python

Tools

Unity, .NET, Xamarin, Git, Blender, Unreal Engine, Adobe Photoshop

Languages

German (native), English (fluent), Swedish (beginner), French (beginner)