

Mikael Said

Software Developer

CONTACT

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PROFILE

I'm a software developer with a strong foundation in C# and a genuine passion for games and game development. I have worked in multiple game projects and pride myself in writing clean, precise code to help keep my teammates work simple. The chance to build games played by a global audience is something I find genuinely motivating.

WORK EXPERIENCE

ION Game Design - Programmer Internship	Maj - Dec 2025
Fixed and Implemented various features in Pax Viking Junior during the final stages of the game before its release. After its release I started working on their unreleased project as it was starting off, adding key features and events to the project.	
Steakhouse Huddinge - Waiter/Bartender	2023 - 2025
Worked restaurant helping with serving customers, manning the cash register, taking care of the bar and cooking the dishes.	
Unordinal AB - QA Internship	Maj - Nov 2022
Worked on testing their server, website and plugins to find problems and stability of their product	

EDUCATION AND TRAINING

Game Programmer	2023 - 2025
Future Games Stockholm	
Game Programmer	2019 - 2022
The Game Assembly Stockholm	

SKILLS

- C# - C++ - Javascript	- Frontend Coding - Backend Coding - UI/UX
- TortoiseSVN - Perforce - GitHub	- Unreal Engine - Unity - DirectX11

LANGUAGES

- Swedish (Native) - English (Fluent)
