



Philip Bäcklund

Technical Artist

Location

Malmö
Willing to relocate

Phone Number

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Mail

philip.v.backlund@gmail.com

Portfolio

<https://lillabofinken.github.io>

LinkedIn

<https://linkedin.com/in/philip-backlund>

Skills

C++
C#
Python
HLSL

Unreal Engine
UE Gameplay Ability System
Unity

Git
Perforce
Plastic

Substance Designer
Blender
Maya
Houdini (Basic)

Languages

Swedish, English

EXPERIENCE

Campground Interactive – *Gameplay Programmer Intern*

November 2024 - June 2025

Online Co-op, Unreal Engine 5, Gameplay Ability System

- Dithering Cutout Effect to allow for objects between the player and camera without obstructing gameplay, still keeping a knee high stump visible for the sake of spatial awareness.
- Workflow Improvements for balancing weapon upgrades. Replaced Hardcoded values with a single curve table that would update the upgrade values and UI text automatically.
- Updated Health to be segmented with Unreal Engine's Gameplay Ability System. Each segment can have a custom modifier.
- Implementation of Items, Weapon Upgrades and Attacks with Unreal Engine's Gameplay Ability System.
- Pistol Tracing improvements to more closely align with player intention.

Project: Steel Effigy

Steam: https://store.steampowered.com/app/2903980/Steel_Effigy/

EDUCATION

The Game Assembly – *Technical Artist*

2025 - Ongoing

- My main focuses were Shaders, VFX and Tools (Python/C++). Worked on 2 game projects with the same team of 20 people.

PlaygroundSquad – *Game Programmer*

2023 - 2025

- Focused on game development for PS5 with C++ and HLSL. Worked on 3 game projects together with other disciplines. One of the game projects DriveBack: San Juego was nominated for Best Art and Best Diversity by Swedish Game Awards

Ädelfors Folkhögskola – *Game Programmer*

2021- 2023

- Focused on game development with C#, Unity and Unity Shader Graph. Worked on 2 game projects together with Game Designers, Artists and other programming students.

Falu Frigymnasium – *Teknikprogrammet*

2018- 2021

- Python, C#, Maya, Photoshop

PROJECTS

TGA Projects – *Technical Artist*

2 The Game Assembly projects on a custom engine with Unreal Engine as an Editor

- Made a Blender exporter to minimize the clicks needed to get the correct settings and find the correct folders.

- Updated the Level Exporter to export the landscape mesh with the layer painting saved as vertex colors.

DriveBack: San Juego – *Game Programmer*

Nominations: Best Art, Best Diversity

PlaygroundSquad Project on Unreal Engine

- Added Logitech steering wheel support on ps5

- Implemented Vehicle deformation with morph targets for artist control.

- Created a dialogue system with support for branching paths and can trigger custom logic.