

# Filip Orrling -

## Gameplay & Tools Programmer

1984-12-25

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 [Filip Orrling](#)

### About me

After over a decade working as a freelancing producer and production manager in television, I decided to pursue a career in games, another passion of mine. Almost two years later, as I'm closing in on the end of my education to become a Game Programmer at The Game Assembly in Malmö, I am pleased to say that I feel I made the right choice. I have extensive experience in working with large groups of people, making sure that everybody gets heard and keep their eyes on the common goal. I'm excited to soon get to try my wings in a new field, one that I think will suit me perfectly.

### Work experience in selection

#### SVT (2012-2023)

2023 – Segment Producer “Trädgårdstider”

- Wrote and directed episode 7-9 of SVTs very popular gardening show as a summer job. Involved scheduling, booking of personnel and equipment and leading the work on set.

2021 – Production Manager “Bror”

- Responsible for a crew of almost 40 people as we filmed this drama series. Negotiated salaries, booked shooting locations, oversaw safety on set and made sure every department had the best terms to do their job while making sure they stayed on budget.

2015-2019 – Producer “Robins”

- Head of content for 5 seasons on this long running weekly comedy talk show. Planned, directed and edited sketches during pre-production. Edited scripts and interview questions and planned filming Monday - Wednesday, directed the studio filming in front of an audience of 300 people Thursday and edited the show on Friday for it to air on Saturday. Rinse and repeat for 8 - 10 weeks.

#### Anagram Sverige AB (2013–2022)

2018 – Production Manager “West of Liberty”

- Headed the Swedish production office of this German/Swedish drama series. Oversaw international logistics of personnel and equipment, and had to learn German union rules.

2016 – Producer “Trettiplus”

- Nominated for Best Comedy Show, Kristallen 2017

### Education

#### The Game Assembly Malmö

2022-Present day – Game Programming

- Full time studies in C++, design patterns and best practices for coding for games.

Very proud that our second project, “Delichess”, won “Best Mobile Game” and “Public Choice Award” at The Rookies 2023.

#### Skurups Folkhögskola

2008-2010 – Film making

#### Lund University

2006-2007 – History of Ideas and Sciences

2005-2006 – Film Studies

### Other merits

- I have a habit of ending up on the board of every association that I engage with. This includes home owners' associations, an amateur theatre company and a choir, etc.
- While studying in Lund I was very active in the voluntary student scene with a number of fiduciary duties, especially in comedy theatre and Lundakarnevalen.

### Languages

- Swedish (Native)
- English (Fluent)
- C++ (Adept)
- German (Basic)

### Key features:

- Dedicated and enthusiastic
- Organized and ambitious
- Highly sociable and empathic

### Fun facts:

- Ex professional singer
- Warhammer enthusiast
- Cat person

If you have any questions, don't hesitate to reach out and ask. Hoping to hear from you soon!

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