






CONTACT

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Other Links:  

EDUCATION



GRADUATE DIPLOMA OF MANAGEMENT (LEARNING)
AIE Institute Melbourne
2024 - 2024



BACHELOR OF GAMES PROGRAMMING
SAE Institute Melbourne
2021 - 2023



DIPLOMA OF NETWORK ENGINEERING
Charles Darwin University
2020 - 2021

SKILLS

- **C# Games Programming**
Architect and scale codebase systems.
Debugging & Optimisation
Technical Documentation
- **Management**
Task Management
Agile Methodology
Organisational Learning
Quality Assurance

SOFTWARE

Unity	Hack n Plan
VS Code	Clickup
Github	Notion
SourceTree	G Suite
FMOD	Figma
Trello	Miro Board
Confluence	

JOHN ENGSTROM

Games Programmer

John is a multifaceted games programmer, combining technical expertise with business and leadership. He specialises in Unity and 2D game development, serving as Foodomina's lead programmer and co-founder of Lumelli Studios. He is passionate in creating meaningful experiences and supporting emerging creatives.

LATEST EXPERIENCE

- **Foodomina - 2D RPG | 2023 - Present**
Lead Programmer & Designer
 - Leading the design and development of all backend systems for *Foodomina*; Lumelli's flagship title.
 - Engineering and testing end-to-end gameplay experience, ensuring a seamless user experience.
 - Facilitating collaboration through custom built systems, technical documentation, and open mentoring.
- **Bugging Humans - 3D Local Co-op | 2023 - 2025**
Lead Programmer | Tech R&D

Worked closely with Christy Dena and the wider team on *Bugging Humans* from prototype to vertical slice:

- Led the projects backend development, systems design and architecture, facilitating rapid creative experimentation and effective collaboration.
 - Engineered end-to-end gameplay experience, ensuring an effective user experience.
- **AR Fish Fossil Museum App | 2025 Feb - June**
Lead Programmer | Tech R&D

Worked with client to develop custom tailored AR experience for significant recent discovery published in Nature Journal:

- Led all backend development and tech R&D to deliver AR App supporting public museum exhibition.

ACHIEVEMENTS

- Foodomina has showcased at many key events, including PAX Rising and Frosty Games Fest, garnering a passionate community of 15K+ followers and 40+ fanworks.
- Received AIE's 'Entrepreneurial Leadership' award 2024.
- Awarded Highest GPA and Best Major Production of SAE 2023

**REFERENCES AVAILABLE
UPON REQUEST**