



Erik Hasanof
Generalist Game Developer,
Programmer, Designer

[Press here to email me](#)

Birthday 06/06/1994
Born in Helsingborg, Sweden

Print friendly version: <https://erikhasanof.com/wp-content/uploads/main/Erikcv-printable.pdf>

SKILLS

</> Coding

- C++
- C#
- UE 4-5 Blueprints
- Python
- Lua
- Javascript
- CSS
- HTML
- PHP

- Professional
- Advanced
- Intermediate
- Beginner

Software

- Unreal Engine
- Unity
- MonoGame
- GAME ENGINES
- Maya
- Blender
- ZBrush
- Vegas Pro
- Photoshop
- 3D Tools
- DESIGN & EDITING
- Android Studio
- Visual Studio
- Rider
- XCode
- IDEs
- Perforce
- Git
- Sheets
- Docs
- Drive
- Slides
- SOURCE CONTROL
- GOOGLE
- Milanote
- Draw.io
- MS Office
- MS PowerPoint
- MISC

EXPERIENCE

Learn more about these and other project on my portfolio: <http://erikhasanof.com/>

Professional Experience

Freelance Game Developer

Independent Contractor - Huntsville, AL, USA

January 2017 - Present

GAMEPLAY:

- Combat systems: melee, archery, realistic weaponry, magic & buffs
- Camera systems: free roaming, true first person, top down, cinematic
- Player systems: statistics, progression, professions, dialogue, movement and input, quest and missions
- Vehicle systems: realistic, fantasy cart, hoverboard, hover cars, ball movement, grounded and in-air mounts
- Mini-games, lockpicking, portals, timed gatherables, obstructing movement or vision impairing elements
- Full featured multiplayer inventory and container system in C++
- AI behavior logic and movement modes, enemies, companions, NPCs
- UI systems: Map, minimap, mission and objectives tracker, loading screens, visual input controls

WORLD DESIGN:

- Dynamic and interactable world elements
- Cutable foliage, fire and smoke propagation
- Building system
- Voxel creation and destruction

BACKEND:

- Mobile ports, Android to iOS and vice versa
- In-app purchases, in-app review, rewarded/interstitial ads, device system information, online subsystem features
- Third party SDKs: Firebase, Admob, PlayFab, Epic Online Services
- Consultation work, pipeline optimization & management organization

Initial Experience

Junior Game Developer

August 2015 - September 2018

- Reverse engineer marketplace products, Epic Games templates and open source community projects
- Completed multiple online courses on Unreal Engine & C++
- Official Epic Games documentation and learning resources, online guides and tutorials

'Demolition Arena' - Programmer

August 2015 - July 2016

Arcade-action vehicle derby game. Racing & arena game modes.

- Vehicle operations: throttle, steering, suspension, sliding, gear shifting
- Custom cart vehicle physics
- Player input controls & abilities
- Camera system: free roaming, locked, cinematic track
- Racing gameplay systems
- AI Navigation & tracking, behavior logic, safeguards
- A* pathfinding in C++
- Custom gravity physics
- UI design & implementation

'RPG Metanoia' - Programmer & Designer

July 2016 - September 2018

Online co-op / singleplayer - open world fantasy action RPG game.

- AI navigation, animations, factions and behavior states
- Dynamic camera, combat, sprinting, idle, archer, crafting, harvesting
- Melee, ranged and magic combat system
- Perk/modifier system, permanent, passive and timed buffs/debuffs
- Player statistics and progression
- Advanced player animation system
- Crafting, gathering and professions system
- Fully featured multiplayer inventory and container system
- Automatic and dynamic world save-load system
- Custom data asset operations for core gameplay systems
- UI framework & design
- Complex UI/UX operations & animations
- World interactables system
- World building

Personal Projects



'A Maze 3D' Programmer & Designer

Independent Developer - Huntsville, AL, USA

September 2018 - June 2022



'Tower Stack' Programmer & Designer

Independent Developer - Huntsville, AL, USA

July 2022 - November 2022



'Unannounced' Programmer & Designer

Independent Developer - Huntsville, AL, USA

July 2016 - September 2018
December 2022 - Present

OTHER EXPERIENCES

IT & Cyber Security

Subcontractor / Principal Investigator

Gameverse Entertainment LLC - Huntsville, AL, USA

October 2023 - December 2023

Network Security:

- Firewall & VPN: pfSense firewall with Stateful packet inspection (SPI), Network address translation (NAT), packet filtering, Virtual Private Network (VPN) through OpenVPN tunnel.
- Traffic Control & Threat Detection: Traffic shaping, Snort IDS/IPS for intrusion detection and prevention.
- Network Segmentation & Monitoring: Isolated network for critical systems, network domain separation for AD DS, AD CS, DNS, DHCP, File Sharing, Group Policy Management, and User Management. Comprehensive monitoring with SNMP, pfSense logging (NTP, log filtering, aggregation, exporting, real-time monitoring, audit recording), and Windows Event Viewer.

Server Security:

- Data Protection & Encryption: BitLocker Drive Encryption, Windows Defender AV, AppLocker for application control.
- Automated Maintenance: Automatic server restarts (once a week), regular server backups (once a day).

Endpoint Security:

- Malwarebytes Teams/Business: Anti-phishing, anti-malware, spyware protection, ransomware protection & rollback, browser guard, media protection.
- Multi-Factor Authentication: YubiKey hardware multi-factor authentication implementation.
- Password Management: KeePass password generation and encryption.

System Administration:

- Active Directory: Active Directory Domain Services (AD DS) for centralized user authentication, authorization, and management.
- File Sharing & Access Control: Secure file sharing and collaboration across the organization with role-based access control.
- Group Policy Management: Enforces consistent system configurations and security settings across all workstations.
- User Management: Creates, manages, and grants access to users and resources based on their roles and responsibilities.

Monitoring & Logging:

- SNMP & System Insight: Simple Network Management Protocol Service (SNMP) and System Insight for system health monitoring and event collection.
- pfSense Logging: pfSense logging capabilities for NTP (Network Time Protocol), log filtering, aggregation, exporting, real-time monitoring, audit record reduction, and report generation.
- Malwarebytes & Windows Event Viewer: Malwarebytes reporting and logging, Windows Event Viewer for system event monitoring.

Data Identification and Marking:

- CUI regulations, NIST 800-171, NISPOM, DFARS, NSA protocols, and CSI practices.
- Implementing and maintaining CUI security controls, conducting training, and developing security plans.
- Managed CUI-related incidents, conducted risk assessments, and implemented mitigation strategies.
- Encryption technologies, logging/monitoring tools, and stays updated on evolving CUI regulations.

Additional Security Measures:

- Background Intelligent Transfer Service (BITS)
- Internet Printing Client (IPC)

Certifications:

- CMMC Level 1 Certification
- CMMC Level 2/NIST 800-171 Certification

EDUCATION

High School

Stockholm, Sweden

Graduated 2010

Vocational School - Carpentry

YTC Jakobsberg, Stockholm, Sweden

2011-2014