

Petter Hansson, 1986-09-02
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Skills

Preferred techs: C++, C#, Unity, C

Other techs: SQL, Java, Linux, Unreal, Android, Rust

Extensive experience: Game and tools programming, applied game AI, UX programming and design, multiplayer/network programming

Some experience: Mobile and frontend development, embedded programming, vibe coding, game design, sound design, relational databases

Tools: Git/SVN/CVS, Visual Studio/Eclipse/misc IDEs, Antigravity/Cursor/Claude, ChatGPT/Gemini

Work Experience

2024-2026: LT Hansson AB, Game development contractor to Paradox Interactive

- January 2026 - Present: Crusader Kings 3
- March 2025 - November 2025: Europa Universalis 5, worked mostly on UI issues and gameplay logic.
- December 2024-February 2025: Stellaris, worked on miscellaneous gameplay logic issues and refactoring the codebase.
- August-November 2024: Crusader Kings 3, solved issues related to multiplayer machine desynchronization, crashes, and some gameplay programming.

Q2 2023-H2 2024: Took time off after my father's death and just worked on my own projects, none of which constitute organizational experience.

2021-2023: Unordinal AB, Senior software developer

- Initially worked on my (still unreleased) game employed by the company as a test of Unordinal's tech.
- Later worked with the rest of the team on Unordinal's Unity networking frontend, demo projects, and helping/coordinating with customers, especially My Neighbor Alice.

2016-2020: Xilera AB, Consultant

- Worked as consultant in Xilera AB, co-owned by me and an acquaintance. Primarily kept working for Paradox on the AI mainly on the games Europa Universalis 4 and Imperator: Rome.
- Developed a crane installation and maintenance application for a new crane control system for Crane Engineering and Consulting GmbH (via LT Hansson AB).

2015-2016: Paradox Development Studio AB, Experienced programmer, AI designer 2016

- Worked on Europa Universalis 4, initially with gameplay programming and maintaining multiplayer, later on becoming responsible for maintaining and improving the game's AI.

2012-2014, Pikkotekk AB/MuchDifferent, Software Engineer (we got to pick our own titles...)

- 2012-2013: Developed first version of what was then the Korean children's "edutainment" game Badanamu, both most of the backend and a significant part of the frontend (both in Unity).
- 2013-2013: Maintained and enhanced the C# networking library uLink, Riak interface library uGameDB, and related products (for Unity). Lots of different customers involved.
- 2013-2014: Continued development of the network engine PikkoServer together with customers Behaviour Interactive Warhammer 40 000: Eternal Crusade, and Boeing's simulation team.

2011-2012, Hansson Software:

- Barely profitable consulting firm, did reach top 1000 of ~700 000 at the now defunct site V-worker at that time.
- Released quite a few minor Android and iOS games, none of them peaking above a few thousand downloads.

2004-2010, summer employee at ABB Crane Systems (ABB Process Automation):

- Implemented and documented modules of the crane control system MoCon Robust in C++ on TI DSPs in the TMS320 series.
- Maintained modules in crane control system ASTAT in Motorola 68k assembler.

Education

- 2006-2011, Computer Science (datorteknik) Lunds tekniska högskola. Incomplete M.Sc.
- 2006, 2010, Various mathematics and computer science courses from Uppsala University and Stockholm University (e.g. Advanced Game Development).

Interests

- Updating legacy games where the AI sucks:
 - Close Combat 3 AI improvement mod, ongoing work.
 - Space Empires 3 rewrite to fix AI, ongoing work (unreleased).
 - Lords of the Realm 2 rewrite to fix AI (unreleased, unlikely to get completed due to above two)
 - ... and a load of other things since my childhood that I never released or lost the source code of.
- Electronic music production.
- Investment: Won Sweden's largest business newspaper Dagens Industri's investment competition Drömportföljen in 2022 with ~30000 participants and was termed "best investor in Sweden" (I'm not, evidently).
- Growing palms outdoors in Sweden, it's a challenge. :-)

