

Mads Engberg

An experienced software developer and game designer with strong skills in Unity, C++ and C#. I especially love working in the intersection between technology and design; where gameplay programming, game feel and UX/UI lives. I am also a passionate game jam goer and organiser.

EXPERIENCE

NetCompass, Copenhagen — Full Stack Developer & UI/UX

April 2025 - December 2025

I was part of creating and releasing the online networking tool, NetCompass (netcompass.io). The website is made in Next.js. I worked with a small development team and had a part in ideating and creating everything on the website, from layout design to UX to backend APIs.

Travel — Two year career break to travel the world

May 2023 - April 2025

Game Swing, Copenhagen — Unity game developer and designer

May 2021 - May 2023

I worked on the game “OddBallers”, an online multiplayer dodgeball party game, published by Ubisoft. I designed and implemented many fun multiplayer game modes and gameplay items. As a programmer, I worked on creating game menus, fulfilling console requirements for PS4 and PS5, as well as making localization and accessibility systems.

Netcompany, Copenhagen — Software developer

February 2021 - April 2021

I worked as a software engineer to make an employee platform for the Danish State Railways (DSB), developed in Salesforce. I did Salesforce development and programmed automated testing.

Spilværk, Copenhagen — Unity developer, freelance

January 2020 - November 2020

I was designer and lead developer on “EduTrition” an educational “Pokemon-Go-like” game about nutrition. I also worked on “Piximakey” a Unity app for making stop-motion videos. I worked on software architecture, multi-player networking, utilising GPS data and juicy UI implementation.

Audacity Interactive, Copenhagen — Unity developer, freelance

February 2019 - December 2020

I was a developer on the turn-based, strategy RPG “Scarlet Republics”, leading up to its vertical slice and it’s successful Kickstarter campaign. I worked on several branches of the game: I was responsible for design and implementation of enemy AI, I designed the flow of the UI during combat, I created several VFX shaders for the game and was responsible for playtesting.

Location:

Copenhagen, Denmark

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Portfolio:

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EDUCATION

M.Sc in Games,

IT University of Copenhagen.

Sep 2017 - Sep 2019.

B.Sc in Software

Development,

Danish Technical University.

Sep 2014 - July 2017.

OTHER EXPERIENCE

Lead Organiser, for some of the largest game jams in Denmark like Nordic Game Jam, Global Game Jam and Level One Jam.

QA + localisation QA, for game “Mutazione” developed by Die Gute Fabrik.

Teacher, workshops in Unity development.

Teaching assistant, at ITU in Making Games and at DTU in Software Development.

SKILLS

Unity, C#, C++, Open GL, GLSL, Java, Next.JS, TypeScript.

Game feel, game design, UX.

AI, data-driven design, data-mining and algorithms.

University level maths and statistics.

Event planning, teaching and public speaking.