

# David Björkberg

*Game programmer*

## Contact

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## Education

### **Blekinge Tekniska Högskola**

Karlskrona, Blekinge  
Bachelor of science (B.S) Digital Game Development  
Graduated February 2021

### **LBS Kreativa Gymnasium**

Göteborg, Västra Götaland  
Game programming  
Graduated June 2017

## Additional Skills

- C#
- C++
- Unity
- Unity DOTS
- HLSL
- DirectX
- Lua
- Git

## Experience

Jan 2020 - Apr 2020

### **Intern**

Attractive Interactive, Karlskrona, Blekinge

- Develop prototypes that feel good to play.
- Work with game designer to identify how to improve the prototype.
- Come up with quick solutions to otherwise time consuming problems
- Ended early because of covid-19

Feb 2020 - Present

### **System Developer**

Piktiv AB, Skövde, Västra Götaland