



# DAVID BJÖRKBERG

PROGRAMMER



## Contact



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## Skills

### Languages

- C++
- C#

### Engines

- Unreal Engine
- Unity



## About Me

Driven programmer with almost 2 years experience with Unreal Engine. Looking for a position where I can grow as a developer.

I always have a game project im working on in my free time, in order to learn.



## Education

### Bachelor of Science (B.S) Digital Game Development

2017-2021

Blekinge Tekniska Högskola

### Game Programming

2014-2017

LBS Kreativa Gymnasium



## Work Experience

### Spellscaper

Feb 2022-Present

#### Programmer

- Come up with creative solutions to unorthodox problems
- Prototype & implement new systems / gameplay features
- Created an auto-chess game that was driven by generative AI
- Worked on a sandbox built upon Unreal. Where generative AI wrote lua code that interfaced with Unreal

### Piktiv

Feb 2021 - Feb 2022

#### System Developer

- Implement gameplay/Systems in C++ and Blueprint
- Profile and optimize in Unreal
- Worked on a game that is now published on Android/iOS

### Attractive Interactive

Feb 2020 - Apr 2020

#### Programming Intern

- Develop prototypes that feel good to play
- Work with game designer to identify how to improve the prototype
- Ended early because of covid-19