DAVID **BJÖRKBERG**

PROGRAMMER

Contact

📍 Skövde, Västra Götaland, Sweden

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Skills

Languages
- C++
- C#
- Python

Engines
- Unreal Engine
- Unity

About Me

Driven programmer with 4 years experience with Unreal Engine. Looking for a position where I can grow as a developer.

I always have a side project I'm working on in my free time in order to learn and improve.

Education

Bachelor of Science (B.S) Digital Game Development

2017-2020
Blekinge Tekniska Högskola

Game Programming

2014-2017
LBS Kreativa Gymnasium

Work Experience

Spellscaper
Feb 2022-Present

Programmer (Unreal Engine)

- Worked on a sandbox game built upon Unreal, where generative AI wrote code in runtime that interfaced with Unreal
- Came up with creative solutions to unorthodox problems
- Worked closely with game designer to implement and iterate on new systems / gameplay features

Piktiv
Feb 2021 - Feb 2022

System Developer (Unreal Engine)

- Implemented gameplay/systems in C++ and Blueprint
- Profiled and optimized in Unreal
- Worked on a game that is now published on Android/iOS

Attractive Interactive
Feb 2020 - Apr 2020

Programming Intern (Unity)

- Developed prototypes that feel good to play
- Worked with game designer to identify how to improve the prototype
- Ended early because of COVID-19