



DAVID BJÖRKBERG

GAME PROGRAMMER

About me

Game programmer with two shipped games and 4+ years of experience working on both single-player and multiplayer open-world games, with a focus on systems, networking and optimization, using Unity, Unreal Engine and CryEngine

Education

Bachelor of Science (B.S) Digital Game Development

2017-2020

Blekinge Tekniska Högskola

Game Programming

2014-2017

LBS Kreativa Gymnasium

Work Experience

MindArk

Mar 2025 - Present

Programmer (CryEngine)

- Implemented gameplay systems for a live MMO
- Created and improved tools to support game designers
- Worked within a large codebase for a game with tens of thousands of active players.

Spellscaper

Feb 2022- Dec 2024

Co-founder / Programmer (Unity / Unreal Engine)

- Worked on an open-world multiplayer game from concept to launch.
- Assisted junior programmers and technical designers.
- Worked closely with game designer to implement and iterate on new systems / gameplay features

Piktiv

Feb 2021 - Feb 2022

Programmer (Unreal Engine)

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

Attractive Interactive

Sep 2019 - Apr 2020

Junior Programmer (Unity)

- Worked on game that transforms real-life pictures into playable platformer levels.
- Optimized in Unity
- Worked closely with game designer

Contact



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