DAVID
BJÖRKBERG

PROGRAMMER

About me

I am a programmer with two shipped games and four years of experience working on both single-player and multiplayer open-world games using Unreal Engine, focusing on gameplay, networking and optimization.

Contact

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Work Experience

Spellscaper
Feb 2022- Dec 2024
Programmer/Co-Founder (Unreal Engine)

- Worked on an open-world multiplayer game from concept to launch.
- Gameplay and networking Lead.
- 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 and 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

Education

Bachelor of Science (B.S) Digital Game Development
2017-2020
Blekinge Tekniska Högskola

Game Programming
2014-2017
LBS Kreativa Gymnasium