

David Björkberg

Game programmer

Contact

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Education

Blekinge Tekniska Högskola

Karlskrona, Blekinge

Bachelor of science (B.S) Game programming
Candidate (Expected graduation march 2021)

Additional skills

- C#
- C++
- Unity
- DirectX
- Lua
- Agile
- 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.