

David Björkberg

Game programmer

Contact

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Education

Blekinge Tekniska Högskola

Karlskrona, Blekinge
Bachelor of science (B.S) Digital Game Development
Graduated February 2021

LBS Kreativa Gymnasium

Göteborg, Västra Götaland
Game programming
Graduated June 2017

Additional Skills

- C#
- C++
- Unity
- Unity DOTS
- HLSL
- DirectX
- Lua
- 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
- Ended early because of covid-19

Feb 2021 - Present

System Developer

Piktiv AB, Skövde, Västra Götaland