Elin Forsberg
Game Developer | Software Engineer

Contact

Website
https://elinforsbergdev.github.io/

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www.linkedin.com/in/elin-forsberg-sweden

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elinforsbergdev@gmail.com

Education

2020 - 2023
Bachelor's degree, Software Engineering
Chalmers University of Technology

2017 - 2020
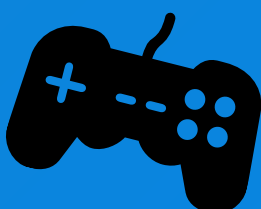**High School degree, Technology**
Alléskolan, Hallsberg

Skills

- Unity Game Engine
- C#, Java, Python, HTML, CSS, Typescript, JavaScript, React
- Agile Practices, Scrum
- Coding principles such as OOP and SOLID
- Version Control, Git
- Roblox Studio

Languages

English

Swedish

Experience

November 2023 - Current
The Gang, Stockholm
Junior Game Programmer

- Utilizing Roblox Studio to develop Roblox games for diverse clientele.
- Continuously updating and optimizing games based on user feedback and analytics to improve overall performance and player satisfaction.
- Implementing new features and content updates to keep the game fresh and exciting for players.

June 2023 - October 2023
iconworks ab, Gothenburg
Junior Game Developer

- Developed a web game utilizing React, Typescript, Material Design, and C# until its completion.
- Implemented the core code base for a new game, overseeing it through to release.
- Contributed to the development and launch of two games leveraging Unity.
- Engaged in game design sessions, offering valuable ideas and feedback.
- Conducted comprehensive profiling of games, focusing on optimization, particularly for iOS and Android platforms.
- Created Unit Tests and executed code refactoring to uphold code integrity.
- Implemented features through adept programming skills and proficiency in the Unity Engine.

Sep 2022 - May 2023
iconworks ab, Gothenburg
Student Ambassador | Part-time Junior Game Developer

- Encouraged engagement with students at Chalmers University to enhance the company's visibility.
- Contributed to the coordination of company events and gatherings.
- Supported various teams in achieving their objectives, including providing game development assistance to teams working on their projects.

Summer of 2022
iconworks ab, Gothenburg
Junior Game Developer Intern

- Introduced referees in both Retro and 3D Virtual football games
- Employed advanced techniques to simulate a crowd in the 3D Virtual football game, enhancing performance optimization
- Conducted playtesting for both games and documented identified issues and bugs
- Fixed bugs and implemented overall enhancements to elevate the quality of games

Projects

- **Retro Football** and **Instant Premier Football**: Professional titles made in Unity
- **Exo Explorer**: A procedurally generated solar system simulation made in Unity
- **We Are Alive**: A 3D story game about the future of robots made in Unity
- **Chalmers Defense**: A 2D tower defense game made in Java and LibGDX
- **Clever Fox!** A 2D learning game for kids made in Unity that also uses an API
- **Portfolio/Website**: A portfolio website made in React using Typescript