Elin Forsberg

Game Developer | Software Engineer

A game developer who's always loved playing video games and developed a strong interest in programming during high school. I quickly started learning how to make my own games with my newfound programming skills, and I soon realized that creating games is awesome. I get really excited when I discover new techniques to solve problems or when I figure out tough challenges with my team. I'm always motivated to learn more because there's always something new to grasp.

I have been a part of two releases of professional titles and am currently working on two more.

Contact

Website
https://elinforsbergdev.github.io/

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

Email
elinforsbergdev@gmail.com

Education

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

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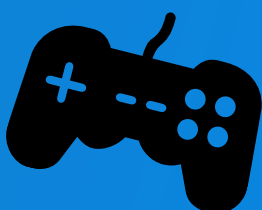**High School degree, Technology**
Alléskolan, Hallsberg

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

Languages

English

Swedish

Experience

June 2023 - Current
Solidicon, Gothenburg
Junior Game Developer

- Working on a web game using React, Typescript, Material Design and C# until release
- Made the main code base of a new game and working on it until release.
- Helped in the development and release of two games using Unity.
- Participates in game design meetings and gives ideas and feedback.
- Performs profiling of the games and optimizes them, mostly for IOS and Android.
- Write Unit Tests and refactor code to maintain code quality.
- Implements new features through programming and knowledge of the Unity Engine.

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

- Helped the company reach out to students at Chalmers and spread the word about their company.
- Assisted in events and gatherings at the company.
- Helped the different teams reach their goals. This includes being a game developer supporting the teams developing their respective games.

Summer of 2022
Solidicon
Junior Game Developer Intern

- Implemented referees in their Retro- and 3D Virtual football games
- Created a crowd in the 3D Virtual football game by using advanced methods to optimize performance
- Playtested both games and reported issues/bugs that were found
- Fixed bugs and made general improvements to both 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

Project details can be found on my website