



Contact

Website

<https://elinforsbergdev.github.io/>

LinkedIn

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

Email

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Education

2020 - 2023

Bachelor's degree, Software Engineering

Chalmers University of Technology

2017 - 2020

High School degree, Technology

Alléskolan, Hallsberg

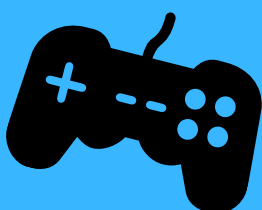
Skills

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

Language

English

Swedish



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.

The thing I love the most about this job is that there's a never-ending learning curve; you can never really know it all. This means there's always the excitement of facing fresh problems and finding ways to solve them. My experience in game development so far, both in school and at work, has been a lot of fun, and I can't wait for many more years of it!

Experience

June 2023 - Current

Solidicon, Gothenburg

Junior Game Developer

- Made the main code base of a new game and currently 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

Projects can be found at [LinkedIn page](#) or [website](#)

References

References can be given at request