

Erik Berglund

I have always had a special place in my heart for games since I first played Castlevania and Super Mario Bros on the NES when I was five years old.

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[Github](#)

Projects

[Signal In Progress](#)

Signal In Progress is a horror game about surviving a monster attack by keeping out of the room.

[Pogo Pirates](#)

Smash style PvP platform fighter where your character constantly jumps on a pogo stick.

Work Experience

Uddevalla Farmartjänst, Employ

October 2018 – Ongoing

Workplace planner, Personnel coordinator, Manual Laborer, Landscapers, Customer support, Chemical handling, Traffic Guard.

Educations

Yrgo Game Creator Programmen, Gothenburg

August 2024 - Ongoing

Student and Game Programmer for several unity games.

Main study: Unity, C# and Working as a team.

Side study: Unreal, Blueprint, C++.

Axevalla Folkhögskola, Axevalla

August 2015 - May 2016

Main study: Game theory, programming, C++

Developer Skills

Unity 6

Unreal 5

C#

C++

Blueprint (Unreal)

Tools and Software

Visual Studio

Github

Discord

Agile, Scrum and Kanban

Social

[Github Resume](#)

[Discord Profile](#)

language

Swedish (Native)

English