ALEXANDER LÖVBERG

GAMEPLAY PROGRAMMER

9 1 . 0 6 . 1 3

TOOLS

Visual Studio Code

Unity

C#

Scrum

Jira

Maya

LANGUAGES

Swedish

English

CONTACT

+46 73-036 35 04

lovbergalexander@gmail.com

lovberg.treebranchstudios.com

github.com/leafmountain

Eskilstuna, Sweden

GAME PROJECTS

UNDEAD END 2017 - 2018

A Top-Down Multiplayer Shooter where the main focus is to let players cooperate to get through tough situations. My tasks during this projecs was **Gameplay Programming**, **AI Programming**, **Tools programming** and **Shader Programming**. The game was made to be played with a twin-stick controller and was developed for PC.

THE GOOD FEW 2016 - 2018

This is a Turn-Based Strategy game where the main focus is to defeat the other team before your own team is defeated. My tasks during this projecs was **Gameplay Programming**, **AI Programming** and **Tools programming**. The game was developed for PC.

CUDDLE FUR 2016

A Third-Person Platforming game. This was heavily inspired by the original 3D platformers such as Super Mario 64 and Banjo Kazooie. My tasks during this projecs was **Gameplay Programming**. The game was developed for PC.

ACHIEVEMENTS

BACHELOR OF SCIENCE IN MEDIA TECHNOLOGY

2018

Södertörns University 2015 - 2018. Majored in Game Design and Scripting. Design were taught in both theoretical and practical ways and scripting had a focus on practical use.

FOUNDED TREE BRANCH ORGANIZATION

2016

Tree Branch is a organization consisting of game developers who love creating new experiences. Games like Undead End and The Good Few were created by Tree Branch.

GAMESTOP SALESMAN

2014

Worktasks consisted of selling and buying games, systems and accessories. This is a very social job where the main focus was to help and guide customers.