

ALEXANDER LÖVBERG

GAME PROGRAMMER 91.06.13

TOOLS

- Unity 3D
- C#
- Unreal Engine 4
- C++
- Scrum
- Jira
- Hansoft

LANGUAGES

- Swedish
- English

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GAME PROJECTS

REST ASHORED (PC, Unreal Engine 4, C++)

2019 - 4 weeks

This is a management survival game where the player helps guide a bunch of stranded teenagears to help them survive. The player takes on the role of their guardian angel by giving commands to the teenagears via voice input. The thing with teenagear tho is that they have a tendency to not listen. My main task during this project was to create the system that translates the voice/text to commands that game understood. Other than that I was a part of pretty much every system in the game.

THE GOOD FEW (PC, Unity3D, C#)

2016 - 2017 - 8 weeks

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 project was Gameplay Programming and Al Programming. The game was developed for PC.

CUDDLE FUR (PC, Unity3D, C#)

2016 - 4 weeks

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 project was Gameplay Programming. The game was developed for PC.

EXPERIENCE

JOINED FUTUREGAMES GAME PROGRAMMING

2018 - Ongoing

I joined the Game Programming program where we were taught certain tools, had time to create our own project and also worked on short term projects with the other disciplines (artists and designers).

BACHELOR OF SCIENCE IN MEDIA TECHNOLOGY

2018

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

FOUNDED TREE BRANCH

2017

Tree Branch is a company consisting of game developers who love creating new experiences. Games like Arcane Nomads and The Good Few were created by Tree Branch.

GAMESTOP SALESMAN

2014

A social job where I recommended software and hardware to customers.