



ALEXANDER
LÖVBERG
GAME PROGRAMMER

TOOLS

- C#
- C++
- Unity 3D
- Unreal Engine 4
- Scrum
- Perforce
- Git

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References are provided on request

WORK EXPERIENCE

2019 - Ongoing

FRONTEND UNITY DEVELOPER FRONTWALKER

- Created and released an app on the iOS App Store
- Network
- Worked in Unity 3D with C#

I'm working on a dating app for iOS and Android. We use C#, Unity as the engine and communicate with Google Firebase.

2017

FOUNDED A COMPANY TREE BRANCH

- A semiprofessional experiment

Tree Branch is a company consisting of game developers who love creating new experiences. This was mostly an experiment by me and a few friends, and introduced a semiprofessional environment to work in.

EDUCATION

2018 - Ongoing

GAME PROGRAMMING STUDENT FUTUREGAMES

- Group projects
- Game programming in C++ and C#
- Network

I joined Future Games first game programming program. During this time, I got to refine my skills and do projects with amazing and motivated people.

2018

BACHELOR OF SCIENCE IN MEDIA TECHNOLOGY SÖDERTÖRNS HÖGSKOLA

- Game programming in C#
- Game design

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.