ALEXANDER
LÖVBERG

GAME PROGRAMMER
91.06.13

TOOLS

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

LANGUAGES

- Swedish
- English

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GAME PROJECTS

DSTNY HOTLINE (iOS, Android, Unity3D, C#)
2019 - Ongoing

This is a mobile dating app that lets the user pick a dating style, such as speed dating, video calls or blind dates. The user starts by creating a profile, the values are then analyzed to match the user with someone that fits them. I'm working as a frontend developer.

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 teenagers to help them survive. The player takes on the role of their guardian angel by giving commands to the teenagers via voice input. The thing with teenagers is that they tend to not listen. My main task during this project was to create a 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 AI Programming. The game was developed for PC.

EXPERIENCE

STARTED WORKING FOR FRONTWALKER
2019 - Ongoing

I started working for Frontwalker as a consultant on an ongoing project. We are a small team so I'm working on every part of the app.

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. We've not released any games yet but we're working on minor projects when there's time to spare.