



ALEXANDER LÖVBERG

GAMEPLAY PROGRAMMER

91.06.13

TOOLS

- Unity 3D
- C#
- Scrum
- Jira

LANGUAGES

- Swedish
- English

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GAME PROJECTS

ARCANE NOMADS

2017 - 2018

A Third-Person Survival Shooter where the main focus is to let players cooperate to get through tough situations with a risk-reward consideration. My tasks during this project was Gameplay Programming, AI Programming and Shader Programming. Our design goals were to make the player proud over its creations, feel curiosity over what's out in the world and a fear of losing it all. The game was made to be played with a twin-stick controller and was developed for PC.

THE GOOD FEW

2016 - 2017

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.

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

EXPERIENCES

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

Work tasks 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.

