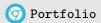
# Morgan Westerberg

Game Programmer



https://morranmogge.github.io/

#### **About me**

Graduate game programming student. Experience creating several projects in groups using both scrum and GitHub

#### Personal

March 6, 2001 ## Valskog, Sweden 🏠

## **Programming Languages**

C/C++

HLSL

C#

Python

# Other Skills

Video editing

#### **Software**

Visual Studio

**VS** Code

GitHub

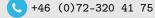
Unity

Ubuntu

**Vegas Pro** 

#### **Contact and Socials**

moggewesterberg@gmail.com



Morgan Westerberg

MorranMogge

# **EDUCATION**

#### 2020-2023

### **Game Programming**

BSc. BTH · Karlskrona, Sweden 💡

Began studying in 2020 and had various courses teaching mathematics and C/C++ programming. Was taught abount memory management and code optimisation. 2nd and 3rd year had us students participate in a lot of group projects using GitHub and agile methods.



#### **Natural Sciences**

Vasagymnasiet · Arboga, Sweden 💡

This program provided a broad and good basis for further development in several different areas. A lot of focus was put into math and physics which improved my problem solving skills. Offered a programming course introducing me to Python.





## **AWARDS**

**Game Concept** 

One out of two winners, Challenge 2023 entered with the game Stranded Engineers

# **LANGUAGES**

Swedish **English** 

Native Fluent

# **PROJECTS**

#### 2022-2023

#### **Stranded Engineers**

Karlskrona · Sweden 💡

When entering our third year as game programming students, we were tasked with creating a game in C++ and DirectX 11 using the agile method scrum. The group consisted of 7 members, consisting of 5 programmers and 2 technical artists, and my main contribution was a wrapper for a physics library. Additionally, I created debugging tools and helped implement some of the online functionality.



#### Toy Tale

Karlskrona · Sweden 💡

Project given to second year students where 6 programmers used scrum to develop a game. This game was developed using C++ in DirectX 11 over a period of two months, and I was resonsible for our bullet and stats system as well as the game-state structure.

# WORK EXPERIENCE

## 2017-2017

## **Community Work**

Kungsör · Sweden 💡

Work organised by the recreation center in the city I used to study in, and was similar to a summer job. We were organised into groups of 4-5, had one supervisor and went around the city to do a variety of different tasks. Some were to clean windows and school lockers, others were weeding and so on.

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