ELIAS WENNERBERG

GAME PROGRAMMER

CONTACT

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SKILLS

Engines & Frameworks

- Unity
- Unreal Engine 5
- Blueprints
- uGUI / Unity UI

Languages

- C#
- C++

Development Tools

- Git
- Perforce
- Visual Studio
- Visual Studio Code

LANGUAGES

Swedish – Native
English – Fluent

PROJECTS

Featured selection. See full portfolio and technical demos at wennerberg.dev

UniTerminal – In-game command terminal | Solo Project   2025 - PRESENT
Unity | C# | Reflection | Performance-focused

- High-performance CLI using editor-time metadata baking (zero runtime cost).
- Supports generic type conversion, dynamic autocomplete, and bitwise flags.

PlanetFactory (Working Title) | Solo Project   2025 - PRESENT
Unity 6 | C# | Networking | Netcode for GameObjects

- Spherical hex-grid with chunk-based partitioning and BFS neighbor detection.
- Strictly server-authoritative architecture for all gameplay systems.
- Used UniTerminal for real-time weapon balancing, bypassing UI development.

Slaylien – 3D Third-Person Shooter | Team Project   2025
Unreal Engine 5 | C++ | Blueprints

- JSON-serialized wave manager for iteration without recompilation. 3-unit swapping with automatic AI handover via Enhanced Input.
- Used Unreal Delegates & Interfaces to sync stat-driven logic with modular VFX and audio systems.

EDUCATION

Game Programming   SEPT. 2024 - PRESENT
Higher Vocational Education | Futuregames Malmö

Arts Programme - Arts and Design, Specialisation in Game Graphics   AUG. 2020 - JUNE 2023
High School Diploma | LBS Växjö

AWARDS

Scholarship   JUNE 2023
Best Final Project ("Micki Playground")
LBS Kreativa Gymnasiet, Växjö