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# Elias Wennerberg

## Student Game Programmer

### Contact

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Aspiring Gameplay Programmer with a strong foundation in C# and C++ and hands-on experience with Unity and Unreal Engine 5. Motivated and quick to learn, with a passion for solving complex technical challenges to create engaging player experiences.

## SPOKEN LANGUAGES

**Swedish** – Native (*Speech & Writing*)

**English** – Fluent / Professional Proficiency (*Speech & Writing*)

## EDUCATION

**Futuregames, Malmö** – *Higher Vocational Education*

SEPTEMBER 2024 – PRESENT | Game Programming

**LBS Kreativa Gymnasiet, Växjö** – *High School Diploma*

AUGUST 2020 – JUNE 2023 | Game Graphics

## PROJECTS

**Slaylien** – *Game Project 3, Futuregames*

Unreal Engine 5 | C++ | Blueprints

Developed core gameplay systems in C++, including character vitals and AI, keeping Blueprint compatibility in mind for accessibility and extensibility by designers.

**Dead Sector** – *Game Project 2, Futuregames*

Unity 6 | C# | uGUI

Developed the game's full UI architecture—from the main menu to the in-game HUD—using uGUI, and implemented a C# quest system to drive narrative progression.

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## Micki Playground – Final Project, LBS

Unity | C#

Developed all gameplay systems in C# as the sole programmer for a client project with [Micki Leksaker](#), earning the 'Best Final Project' scholarship.

## AWARDS

### Scholarship – Best Final Project (“Micki Playground”)

JUNE 2023 | LBS Kreativa Gymnasiet, Växjö

## SKILLS

### Engines & Frameworks

Unity

Unreal Engine 5

Blueprints

uGUI / Unity UI

### Languages

C#

C++

### Development Tools

Git

Perforce

Visual Studio

Visual Studio Code