Elias Wennerberg

Student Game Programmer

Contact

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in https://www.linkedin.com/in/elias-wennerberg-7604061a1/

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.

SLIME MURDERER – *Game programming with C# | Futuregames*

Unity | C#

Developed this "Vampire Survivors"-inspired game from scratch as a solo project, implementing a high-performance enemy spawner with object pooling and a data-driven upgrade system powered by Scriptable Objects to allow for easy extensibility.

Micki Playground – *Final Project, LBS*

Unity | C#

As the sole programmer in a two-person team, I developed the C# prototype for a client project with Micki Leksaker. Our team's collaboratively written project plan and documentation were instrumental in winning the 'Best Final Project' scholarship.

AWARDS

Scholarship – *Best Final Project ("Micki Playground")*

JUNE 2023 | LBS Kreativa Gymnasiet, Växjö

SKILLS

Engines & Frameworks	Languages	Development Tools
Unity	C#	Git
Unreal Engine 5	C++	Perforce
Blueprints		Visual Studio
uGUI / Unity UI		Visual Studio Code