

Game Programmer  
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Stockholm, Sverige

# Hugo Nyberg



## Profile

I'm a Game Programmer currently studying at The Game Assembly, passionate about game AI, gameplay systems, and building fun and engaging player experiences.

What I've had the most fun with at TGA has been programming AI for games. I love making characters feel smart and responsive, and figuring out the systems that drive their behavior.

Most of my experience is in C++, using my school's custom engine, but I've also worked on several Unity projects as part of our team-based game productions.

I'm excited to keep learning, growing as a developer, and one day contribute to games that I and others enjoy.

## Employment History

**Customer Service Representative at Hyre AB**

02/2023–Present

**Supervisor & Sales Associate at Coop**

12/2020–08/2022

**Front Office Assistant at Hotel J**

02/2018–02/2020

## Education

**Game Programmer, The Game Assembly**

08/2023–04/2026

**Theatre, Actors Studio Stockholm**

08/2016–07/2018

**English & Theatre Arts, Santa Barbara City College**

08/2014–07/2015

**Teknik, Åva Gymnasium**

08/2010–06/2013

## Links

<https://hugonyberg.github.io/>

## Skills

C++ .....	4/5
Unity .....	3/5
C# .....	2/5

## Other work

Theatre Productions

Short Films

Documentary