



Oskar Norberg

Engine & Tools Programmer

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Profiles

[Oskar-Norberg](#)

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Summary

I'm a C++ Developer with a specialization on Engine Development, passionate about performance critical systems in real-time applications. I strive to create both modular and robust architecture and am always willing to take feedback and learn from others to further widen my skill set.

Skills

C++

C++17-23, EnTT, ImGui, OpenGL

C#

.NET 2.1, Unity

Java

JDK17, Swing

Engine & Tools

CMake

Unreal Engine

Unity

Git & P4

Languages

English

Native or bilingual proficiency

Swedish

Native or bilingual proficiency

Interests

Photography

Music

References

Provided upon request

Education

Futuregames, Stockholm

2024 - 2026

Game Programming, 550 yhp

Kungliga Tekniska Högskolan

2023 - 2024

Individual courses in Computer Programming - HI1024, Engineering and Information Skills - HF1005 and Computer Engineering - HE1028.

Projects

RNGOEngine

7 Weeks - Ongoing

Data Driven ECS Engine developed with EnTT and OpenGL

🔗 <https://www.oskarnorberg.dev/projects/RNGOEngine.html>

RNGOEngine is an in development C++ game engine runtime and editor with ECS, custom made OpenGL RHI Wrapper and RenderPass system.

C++, OpenGL, EnTT, ImGui

Lymbo

4 Weeks

Game Project developed at Futuregames

🔗 <https://www.oskarnorberg.dev/projects/Lymbo.html>

Surrealist exploration game in Unreal Engine 5. Utilized data-driven Unreal Engine features to develop a branching dialogue system and quest system.

C++, UE5

Experience

Bistro Gustavsberg

2018 - 2019

Gustavsberg, Stockholm

Working as an assisting chef I was tasked with things such as taking inventory, baking, preparing and chopping foods/vegetables for the day. The work included working in a fast-paced, high-pressure environment and working closely with colleagues to maintain efficient operations. The experience has greatly improved my ability to work in a team and perform effectively in high-pressure situations where clear communication is essential.