

Oscar Wiberg



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: [Portfolio](#)



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Junior Game Programmer

About

I'm a gameplay programmer that has worked on taking my skill level from hobbyist to professional since 2014. I tend to start new projects trying to incorporate elements from the games I have encountered.

Projects

Future games Projects

August 2018- June 2019

During these projects, I have collaborated on coordinated code with other programmers. I have also worked closely with designers to redesign elements in the project according to the vision of it or the feedback it has gotten. From these projects in them self I have gained experience in developing gameplay elements tied to:

Featherfall

April 2019 - June 2019 -(7 week)

- Combat with varying ways of hit detection and character displacement.
- Applying VFX to projectiles or trailing effects tied to a character's movement.
- AI movement behavior where they surround and circle the player.
- AI resources gathering.

Octorush

February 2019 - Mars 2019 -(4 weeks)

- Modular objects like a barrel that could blow open a path or used as a movement boost.
- AI chase and patrol

Glaze of Glory

??? - ??? -(2 weeks)

- Saving and accessing info about score and level progress.

Side Projects

August 2018-now

When I have worked on my projects, I usually try to explore movement abilities that can vary from an arrow that is used as an anchor for a rope to gravity manipulation.



Skills

Competence with game programming within both coding and troubleshooting.

I have worked with C# in Unity and C++ in Unreal Engine 4.

Good at considering criticism and is, in general, a quick learner.

Other Merits

I have worked with Java in conjunction with HTML5 and CSS.

Languages

Swedish: native

English: fluent

I can also do bad accent impressions of other Languages.

Hobbies

When not playing videogames I also enjoy creating Dungeons and dragons' games for friends.

Education

Future Games: Game programming
August 2018-now

Media gymnasium: Game graphics
August 2014- July 2017