

David Bång

Game Programmer

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Skills

C#, C++, Lua, Unity, Unreal Engine

Education

Game Programming, *Futuregames*

2021 – present

Game Design, *Uppsala University*

2016 – 2019

Minor in programming

Projects

Bömbots, *Lua, Löve2D framework* [🔗](#)

08/2022 – 11/2022

Bomberman project made together with [Tomas Wallin](#) [🔗](#). Worked together in most areas but my main contributions were: debug tools, asset loading, and render sorting.

What Lurks Below, *C++, Unreal Engine* [🔗](#)

05/2022 – 06/2022

3D Isometric Horror game with a narrative focus. Main contributions: Logbook system and item pickups.

Enigma Machine, *C++, Unreal Engine* [🔗](#)

present

I used this project as a way to learn more about the Unreal Engine workflow. I have created a simulated machine with interactive parts in a first-person perspective.

Pumpkin Boy, *C#, Unity* [🔗](#)

10/2021

3D Puzzle-platformer. I was responsible for the player character's movement and abilities.

World of Warcraft AddOns, *Lua* [🔗](#)

present

I make AddOns as a hobby, mainly focusing on UI tweaks and quality-of-life modifications.