

SAMUEL RYBERG

GAME PROGRAMMER 📍 MALMÖ, 21115, SWEDEN ☎ +46 72-203 23 09

◦ DETAILS ◦

Lilla Varvsgatan 13k
Malmö, 21115
Sweden
+46 72-203 23 09
contact@samuelryberg.com

◦ LINKS ◦

[Portfolio](#)

[LinkedIn](#)

[Github](#)

◦ SKILLS ◦

C++

Unity Engine

Unreal Engine

Agile and Scrum

Perforce

Git

C#

DirectX 11

Win32

Bash

Docker

NodeJS

Typescript

HTML & CSS

◦ HOBBIES ◦

General Programming, learning new technologies, cooking and playing/making music

◦ LANGUAGES ◦

Swedish

English

👤 PROFILE

As an experienced game developer with over 5 years of studying under my belt, I thrive on creating engaging experiences that keep players coming back for more.

Whether it's working with networking, tools, or gameplay mechanics, I am always eager to learn new technologies and collaborate with my team to achieve our goals.

With a track record of successful projects and a passion for innovation, I am confident in my ability to bring any game idea to life.

🎓 EDUCATION

Game Programmer, The Game Assembly, Malmö

August 2021 — April 2024

- Studied advanced topics like Object-Oriented Programming, Data Structures, Algorithms, Computer Graphics, Artificial Intelligence, Networking, and Game Design.
- Completed multiple game development projects as part of the coursework, where you worked in a team of 10-20 people for around 2-4 months.
- Developed analytical, problem-solving, and critical thinking skills through hands-on experience in game programming.
- Collaborated with artists, designers, and other programmers to create engaging and immersive games.
- Learned and implemented industry-standard software development processes such as Agile methodology and version control systems like Perforce.

Spelprogrammering, LBS Kreativa Gymnasiet, Helsingborg

August 2017 — June 2020

- Gained experience in game development tools such as Unity using C#
- Developed a solid understanding of game development concepts like game mechanics, level design and game physics.

⚙️ COURSES

Learn C++ for Game Development, Udemy - Stephen Ulibarri

July 2020 — August 2020

Unreal Engine Blueprint Game Developer, Udemy - GameDev.tv

June 2020 — July 2020

📁 EMPLOYMENT HISTORY

PQC Kvalitetskontroll at Höganäs AB, Höganäs

June 2021 — August 2021

- Inspected products and packages to ensure quality control.
- Followed policies and procedures related to application methods and quality standards at all times.
- Established and implemented quality control processes and procedures.