ZÄTHA MALMBERG

Game programing student

- *English*
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🌐 https://zepzo.github.io/

🐙 https://github.com/Zepzo

SKILLS

- Unity
- Unreal engine
- Raylib
- C#
- C
- Github

EDUCATIONS

Game programing

Forsbergs

2024 – 2026

Informations och medieteknik

Stockholm science and innovation school

2019 – 2022

PROFILE

I am a game programing student at Forsbergs. I have some expirience with the unity engien and the C# programing language form gymnasitet but I am new too the game industry

EXPERIENCE

2025 august – now   **Mobile game**

- I'm working in a group project and we are making a game in unity 6.
- My role has been to make some of the assets and to implement a sound system in to the game

2022 July   **Street cleaner**

- Cleaned streets and town squares from weeds

2021 August – 2022 may   **Gymnasie project**

- Me and two friends created a game.
- My role was level design and finding assets to use in the game