KIM BERGMAN

game programmer & music producer

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💻 kimbergman.my.canva.site

SKILLS

- Unity Engine
- C#
- Unreal Engine
- Blueprints
- Perforce
- GitHub
- Logic Pro X
- Music Theory

LANGUAGES

- English
- Spanish
- Swedish

SHORT SUMMARY

Aspiring game programmer and musician, eager to learn more about the two topics I am most passionate about!

WORK EXPERIENCE

Blamorama Games
Game Programming Intern

Feb 2024 - Jan 2025

- General programmer at Blamorama Games studio in Luleå. Specializing in mobile games and implementing progress tracking, inventory systems, monetization, localization and a lot of UI features using C# and Unity.

ExpressNord AB
Delivery Driver

May 2021 - Jan 2022

- Delivered packages of all sizes in a timely manner for Airmee Home delivery.

Folkans Fritidsgård, Boo Folkets Hus
Music Studio Leader

Feb 2017 - Aug 2017

- Worked in a music studio at a youth centre where I established the rules and would teach people the do's and don'ts in the studio.

EDUCATION

ChangeMakers Future Games
Game Programmer

Sept 2022 - Jan 2025

- Higher Vocational Education Diploma in Game Programming

London College of Creative Media
Music Programmer and Professional Performer

Sept 2019 - Jun 2020

- Certificate of Higher Education in Music Programming and Professional Performance

Rytmus Musikergymnasium
Musician - Pianist

Aug 2016 - Jun 2019

- High School diploma in Arts Programme - Music