



# KIM BERGMAN

game programmer & music producer



+4673 434 38 20



kim01bergman@gmail.com



[kimbergman.my.canva.site](https://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

Feb 2024 -  
present

#### Game Programmer

- 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

May 2021 -  
Jan 2022

#### Delivery Driver

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

### Folkans Fritidsgård, Boo Folkets Hus

Feb 2017 -  
Aug 2017

#### Music Studio Leader

- 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

Sept 2022 -  
Jan 2025

#### Game Programmer

- Higher Vocational Education Diploma in Game Programming

### London College of Creative Media

Sept 2019 -  
Jun 2020

#### Music Programmer and Professional Performer

- Certificate of Higher Education in Music Programming and Professional Performance

### Rytmus Musikergymnasium

Aug 2016 -  
Jun 2019

#### Musician - Pianist

- High School diploma in Arts Programme - Music