





CHRISTIAN LINDBERG

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Passionate about playing and creating fun games and experiences for people. Very motivated to learn more about game development and human-computer interaction.

Keywords of interest: Game & Level Design, UX Research & Design, Playtesting, Gameplay Programming, Project Management.

Skills

Design

- Game Design Documentation
- Level-design & blockout in Unity with ProBuilder
- Playtest planning and conducting
- Physical & digital interaction design
- Research-through-design
- User-centered design

Programming

- C#, C/C++, Java
- HTML, CSS
- Gameplay programming
- Collision detection

Leadership

- Managed several group projects at university
- I value inclusion & team building
- Comfortable with presentations

Software

- Unity
- Adobe Photoshop
- Miro, Trello, Discord
- Figma
- Office Suite & Google Docs
- Visual Studio (Code), Git

Hardware

- Arduino

Experience

2015 – 2020

Vehicle Technician / Swedish Armed Forces, Kungsängen

Civilian employed technician at the workshop of the military regiment Livgardet. Duties included troubleshooting and performing all kinds of repairs of vehicles and machines. Was promoted to manager of a smaller workshop department dedicated to repairs of small machines and prototyping of custom orders. I prioritized and planned the department's work together with my own manager. I only had 1-2 people below me. The workshop's managers commended me for my ambitious work.

2010 – 2015

Infantry Vehicle Mechanic / Swedish Armed Forces, Kungsängen

Vehicle mechanic soldier in a light infantry company. Combat service support training and duties. Including combat, mechanics, survival, and physical exercise training. Acting squad leader for the final two years, including taking and giving orders in exercises, triaging and planning the company's repair

needs, and training of drivers. I only managed one person below me. Company's management was very pleased with my achievements as acting squad leader as my initiatives also supported the company during a long absence of a technical officer. My immediate platoon manager commended me as the company's best driver.

Education

PLANNED GRADUATION 2023

MSc Interactive Media Technology / KTH - Royal Institute of Technology, Stockholm

Heavy focus on conducting group research projects, with written reports, in the area of Human-Computer Interaction. Many projects made with Unity, related to game development. Often exploring novel interaction techniques with design informed by research. Practicing many different design methods, often with a human-centered design approach. Designing for disabilities, physical, digital, and multimodal interactions etc. Many projects are showcased on my portfolio website.

GRADUATED 2021

BSc Computer Science and Game Development / Stockholm University, Stockholm

General courses in Computer Science with a focus on game development and games research. Several project courses on developing different games, all done with Unity, showcased on my portfolio website. I mostly took on the role of being a programmer. Project group sizes varied between 5 to 10 and collaboration was mostly done online via Discord. Playtesting a big part of every project. Small assignments done in Unreal, such as an AI Behavior Tree and a fireplace VFX.

GRADUATED 2007

High School Tech Program / Södalsgymnasiet, Huddinge

Focus on programming and internet multimedia. Created my first game in Macromedia Flash, a 2D scroller, for a project course. I programmed in Action Script 3 while a partner did the graphics.

Activities

I focus a lot on achieving high grades and performing well on my university courses and regularly perform physical exercise to be able to sit for long hours in front of the computer. When I have spare time, I enjoy playing board games with friends and have recently learned to Dungeon Master in Dungeons & Dragons which I host games for my nephews and siblings.

While in the military, I received lots of education regarding vehicle mechanics and electronics. Teachers often considered me at the top of the classes. I did two volunteer trips to Mali, Africa, to support our UN forces in performing vehicle repairs, totaling 32 days.

Driving license: ABCD

Languages: Fluent Swedish & English