





CHRISTIAN LINDBERG

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10 years of work experience now formed into an ambitious and disciplined worker, creative thinker, and tolerant person. Passionate about playing and creating fun games and experiences for people. Always wanting to learn more about game development.

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
- Human centered design

Programming

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

Leadership

- Values: inclusion & team building
- Managed several group projects at Uni
- Comfortable holding presentations

Software

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

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 departments 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 during exercises. Including combat, mechanics, survival, and physical exercise training. Acting squad leader for the final two years, including taking and giving orders in exercises, triaging company's repair needs,

planning repairs and training of drivers. I only managed one person below me. Company's management was very pleased with my achievements as acting squad leader considering I had not received formal training for it. My immediate 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 research group projects with written reports in the research area of Human Computer Interaction. Many projects made with Unity, related to game development. Often exploring novel interaction techniques and design informed by research in the field. Practicing many different design methods, often with a human centered design approach. Designing for disabilities, physical interactions, digital interactions etc. Many projects 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. No engineering courses. 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 media. 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 on achieving high grades and performing well on university courses and I regularly perform physical exercise to be able to sit long hours in front of the computer. I therefore have little spare time. But during free 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. Its extremely fun and I'd gladly DM for more friends.

While in the military, I received lots of education regarding vehicle mechanics and electronics. Teachers often considered me at the top of the class. 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