CHRISTIAN LINDBERG

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Calm, curious, and nerdy human. Enthusiastic about research and development of games and user experiences. Very motivated to learn more about game development and human-computer interaction.

Keywords: UX Research & Design, Virtual Reality, Game & Level Design, Gameplay Programming

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Skills

Design
- Game Design Documentation
- Level-design & blockout in Unity with ProBuilder
- Physical & digital interaction design
- User-centered design

Programming
- C#, C/C++, Java
- Gameplay programming
- Collision detection

- HTML, CSS

Research
- Planning and conducting playtests, user studies, experiments
- Research-through-design
- User experience

Leadership
- Managed several group projects at university
- Military squad leader

Software
- Unity, Unreal
- Adobe Photoshop
- Miro, Trello, Discord
- Figma, Blender 3D
- Office Suite & Google Docs
- Visual Studio, Git

Hardware
- Arduino
- Meta Quest VR headset
- Varjo XR-3 headset

Experience

2015 – 2020

Vehicle Technician / Swedish Armed Forces, Kungsängen

Civil employment as a technician at a military workshop. I troubleshooted and repaired vehicles and machines, then managed a smaller workshop specializing in small machine repairs and custom order prototyping. I collaborated on department planning with my manager, overseeing up to 2 subordinates, and earned commendations for my efforts.

2010 – 2015

Infantry Vehicle Mechanic / Swedish Armed Forces, Kungsängen

Vehicle mechanic soldier in a light infantry company. Extensive combat service support training, including experience as an acting squad leader for two years, overseeing one subordinate. Led exercises, managed repairs, and aided in training of new drivers. Acknowledged for stepping up during the absence of a technical officer and recognized as the company's top driver by my platoon commander.

Education

GRADUATING 2023

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

Courses with group research projects including scientific reports, in human-computer interaction. Numerous Unity projects in game development, focusing on innovative interaction techniques informed by research. Employed diverse design methods with a user-centered approach, addressing disabilities, physical, digital, and multimodal interactions. My master's thesis explored cybersickness in a virtual/mixed reality flight simulator I created for the Varjo XR-3 headset using Unreal Engine. You can find my master's thesis and other projects on my portfolio website.

GRADUATED 2021

BSc Computer & Systems Science and Game Development / Stockholm University, Stockholm

General courses in Computer Science with a focus on game development and games research. Various game development project courses, primarily using Unity, displayed on my portfolio. I primarily had the role of a programmer in teams of 5 to 10, with remote collaboration via Discord due to Covid-19. Consistent formal playtesting was emphasized in each project.

GRADUATED 2007

High School Tech Program / Sjödalsgymnasiet, Huddinge

Focus on programming and internet multimedia. Created my first game in Macromedia Flash, a 2D scroller. The first and last time I programmed in Action Script.

Miscellaneous

In my spare time, I enjoy playing video- and board-games and have recently begun **Game Mastering** in Dungeons & Dragons, the tabletop roleplaying game. I regularly perform **physical exercise** to stay healthy.

During my service in the military, I underwent extensive training in vehicle mechanics and electronics, consistently ranking among the top performers in my classes. As a civil employed technician, I undertook two volunteer missions to Mali, Africa, spanning a total of 32 days, to provide vehicle repair support to UN forces. Recognizing a need for continued professional growth and career advancement, I pursued higher education and am now ambitiously seeking opportunities that provide intellectual stimulation.

Driving license: ABCD
Languages: Fluent Swedish & English