

WILDE BROBACKE

Who am I?

I am an avid learner who loves programming, solving problems, games and working in teams. I am currently a programming student living in Stockholm and studying at Futuregames.

Education

Futuregames *2018 - now*
(Programming C++, C#, Lua, Unreal Engine, Unity)

NTI gymnasiet Odenplan *2015 - 2018*
(Programming 1 and 2, game design, game art, narrative)

Other qualities and abilities

Fluent in Swedish and English

Has experience working with Scrum and Agile development methods

Experienced in Photoshop and Blender

Selected skills

C++	Intermediate
C#	Intermediate
Unity	Intermediate
UE4	Basic Knowledge

Github	Basic Knowledge
Perforce	Basic Knowledge

Work experience

2016 Started an UF company and released a game on Google Play

2016 Worked at a café

2015 Worked at Inferno Online

2015 Park host at Parkteatern

2006-2009 Were a Child actor in a number of short- and full length movies

Contact me!

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