

# MIKAEL BERNAU

## DEVELOPER

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Sweden

Open to relocation

### SUMMARY

A passionate developer with a strong foundation in C# and Unity. Recently transitioned from a background in media and culture into IT, bringing a blend of technical skills, creativity, and structured problem-solving.

### TECH SKILLS

- Programming – C#, JavaScript, C++, Unity, .NET, SQL, HLSL
- Tools & Engines – Unity, Git, Blender, Adobe Creative Cloud, Substance
- Other - System Development, AI programming, UI/UX development, Adobe Creative Cloud
- Soft Skills – Problem-solving, collaboration, creativity, self-learning

### EDUCATION

Malmö University

Aug 20 – Jun 23

**Bachelor of Computer Science in Video Game Development**

I attended the game development program, choosing this for my passion to create and maximising my hours programming experience. The program is a sibling to the system development program, and has many overlapping courses including algorithms architecture, system development, databases, and concurrent programming.

**Key skills and achievements:**

- **Software Development & Optimisation:** Developed a deep understanding of architecture, resource optimisation (critical for game performance), and best practices through three major projects and several smaller ones.
- **C# Proficiency:** Gained from working with the .NET framework Monogame (former XNA), and writing systems for the Unity game engine. In the concurrent programming course, I also wrote apps in WPF and learned XAML.
- **Mathematics & Algorithms:** Studied and used R-3 linear algebra for expressing movement, position, and gameplay in 3D-space, as well as discrete mathematics.
- **AI Implementation:** In an artificial intelligence course, I implemented and trained a neural network to autonomously play Pac-Man. I also worked on pathfinding and sorting algorithms, applying these in our projects.
- **Project Management & Agile Development:** Worked with Kanban and Scrum as agile tools to keep our projects and vision on track. This involved technical documentation, project planning, and using the ticket management tool YouTrack.
- **Team Leadership & Collaboration:** Organised a team-building trip to the Sweden Game Conference to support morale during our final major project—a polished vertical slice of a Souls-like combat game.



**Linköping University**  
Aug 02 – Jun 06

**Master of Social Science in Culture, Society, and Media Production**

## EXPERIENCE

**Textila Idéateljén AB**  
Aug 20 – Sep 24

**Graphic Designer (Freelance)**

Slöjd.nu, an educational platform for arts and crafts.

- Developed a new visual identity and a manual for consistent visual communication.
- Created marketing materials and educational material reaching 900 schools

**Målamik AB**  
Mar 24 – Sep 24

**Store Clerk, Ceramicist (Part Time)**

**Municipality of Lund**  
Mar 17 – Sep 19

**Communications Assistant**

Department of Culture

- Created media on demand for various projects, with a focus on graphic design and video production
- Documented projects: behance.net/mikaelberna

## LANGUAGES

Swedish (mother tongue) – English (native level fluency) – German (A2-B1) – French (A1-A2)

## ABOUT ME

I'm driven by curiosity and the thrill of building something from scratch—whether it's a game mechanic, a complex system, or even a hands-on project in a maker space. My journey from media and culture into programming was fuelled by a love for problem-solving and structured creativity. I enjoy tackling challenges, refining workflows, and collaborating with others to bring ideas to life. Outside of work, I'm always learning — whether it's a new language, a new tech stack, or unwinding with an art project and an audiobook.

