

# Jimmy Edberg

Game Designer and Programmer

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Stockholm

<https://oathmountain.github.io/Portfolio>

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## Technical Skills

**Languages:** C++, C#, Java, JavaScript

**Content:** Maya, Photoshop

**Engines:** Unity, Unreal 4

**Misc:** SVN, html/CSS, Audacity

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## Project Experience

**DimensionalRift (PC, VR)** School project, published on steam

- **Roles:** Game designer, lead programmer. Worked a bit on everything (controllers, menus, enemy spawning + patterns, combat interaction), and also did UI and data handling (highscore, save/load).
- **Gamecore:** A Virtual Reality arcade game where you defend a space station with a high-tech shield and sword from incoming projectiles.
- **Project:** It was a 6 person project for 3 part-time months (3 programmers and 2 artists besides me).

**SuperSpy2D (PC, 2D)** School project

- **Roles:** Project lead, game designer, programmer, artist/ animator. Did about 80% of AI, implemented animations, about 50% of level mechanics, start menu with profiles and highscore, and overall data handling.
- **Gamecore:** A simplistic 2D side-view stealth game where you have to find your way through a house patrolled by guards.
- **Project:** 3 person project for 6 part-time months (2 programmers besides me). I stood for more than 50% of the work.

**Pacman remake (PC, 3D)** Small school project

- **Roles:** Game designer, programmer. Made AI and nav-grid based on original game's patterns
  - **Gamecore:** A 3D Pacman remake, set in a space station where you have to collect energy spheres to power up the station, while also avoiding aliens.
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## Education

- **Stockholms University's bachelor program in Computer Science:**  
**Game Development: Design** (soon to be finished, only bachelor thesis left)  
(Planning, testing, prototyping, level-design, programming, modeling, animation)
  - A few courses at KTH in math, Java and Communication
  - Electrician permit
  - Gymnasial Machine Engineering degree (Math, physics, CAD-Drawing 2D/3D, CNC-Machine programming, material studies, construction strength calculating)
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