Peter Lindberg

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PROFILE

Game Programming student at The Game Assembly (TGA) Stockholm. Looking for a 30-week internship with start early Fall 2024 to finish my TGA education.

I am enthusiastic about creating games that enable friends and families to play together, despite being separated by distant shores. Fostering lasting friendships across geographical boundaries.

SKILLS

Unity
Unreal Engine
SQL Server
Blender
C++
C#
SQL
Lua
Java
Batch

LAUGUAGES

Swedish	Bilingual (CEFR C2)
Danish	Bilingual (CEFR C2)
English	Adept (CEFR C1)

WORK EXPERIENCE

SYSTEM DEVELOPER, PRENAX AB , STOCKHOLM.
2021 - Present
Develops internal software. International projects within the corporation and its sister company.

STUDENT ASSISTANT, WILLIS TOWERS WATSON , STOCKHOLM.
2017 - 2018
Worked with invoicing and insurance letter renewals.
Actions which require systematic work, focus and exactitude.

SUMMER JOB, STARBREEZE STUDIOS AB, STOCKHOLM.
2017 - 2017
Office support, including quality assurance testing.

EDUCATION

GAME PROGRAMMER, THE GAME ASSEMBLY, STOCKHOLM.
September 2022 - Present
Higher vocational education in video game programming. Development eight video game projects in a group of six programmers in our own engine.
Specializing in network and gameplay.

GAME DEVELOPMENT, HÖGSKOLAN I SKÖVDE, SKÖVDE.
August 2018 - June 2021
Bachelor's degree (180 hp) in video game programming. Developed three video game projects with students from difference specialized courses.
Specializing in AI and UI/UX.