



Peter Lindberg

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Portfolio:

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PROFILE

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 game engine
Unreal Engine
Godot Engine
Visual Studio
Visual Studio Code
SQL Server Management
GitHub
GitLabs
Perforce

C++
Python
Git
C#
Lua
Java
SQL
Batch
Rust

LAUAGAGES

Swedish	Native
English	Adept

WORK EXPERIENCE

SYSTEM DEVELOPER, [PRENAX AB](#), STOCKHOLM.

2021 - Present

Work with Internal systems that span internationally. Systems that manage extensive amounts of user data through subscriptions. Working closely with Finance and Customer Support.

My Responsibilities:

- Updating internal software
- Creating and maintaining tools for the Finance dept.
- Maintaining and improving customer integrations
- Finding, identifying, and solving bugs

STUDENT ASSISTANT, [WILLIS TOWERS WATSON](#), STOCKHOLM.

2017 - 2018

Worked with invoicing and insurance letter renewals.

Actions which require systematic work, focus and exactitude.

EDUCATION

GAME PROGRAMMER, [THE GAME ASSEMBLY](#), STOCKHOLM.

September 2022 – June 2024

Higher vocational education in video game programming. Created eight video game projects in own engine. Developing tools for level designer, graphic designers and programmers.

Specializing in network and gameplay.

GAME DEVELOPMENT, [HÖGSKOLAN I SKÖVDE](#), SKÖVDE.

August 2018 - June 2021

Bachelor's degree (180 hp) in video game programming.

Specializing in AI and UI/UX.