



# Peter Lindberg

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## Portfolio:

[www.Lindbergpeter.com](http://www.Lindbergpeter.com)

## 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++  
C#  
Python  
Git  
SQL

WinSockets  
Photon  
Unreal Sessions

## LAUGUAGES

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 TOWER WATSON**, STOCKHOLM.

2017 - 2018

Worked with invoicing and insurance letter renewals.

### SUMMER WORK, **STARBREEZE STUDIOS AB**, STOCKHOLM.

2017 - 2017

Office Support, Including quality assurance.

## 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.**