SAMUEL RYBERG

GAME PROGRAMMER   ◉ MALMÖ, 21115, SWEDEN   ☎ +46 72-203 23 09

◦ DETAILS ◦

Lilla Varvsgatan 13k
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◦ LINKS ◦

Portfolio

LinkedIn

Github

◦ SKILLS ◦

C++

Unity Engine

Unreal Engine

Agile and Scrum

Perforce

Git

C#

DirectX 11

Win32

Bash

Docker

NodeJS

Typescript

HTML & CSS

◦ HOBBIES ◦

General Programming, learning
new technologies, cooking and
playing/making music

◦ LANGUAGES ◦

Swedish

English

👤 PROFILE

As an experienced game developer with over 5 years of studying under my belt, I thrive on creating engaging experiences that keep players coming back for more.

Whether it's working with networking, tools, or gameplay mechanics, I am always eager to learn new technologies and collaborate with my team to achieve our goals.

With a track record of successful projects and a passion for innovation, I am confident in my ability to bring any game idea to life.

🎓 EDUCATION

Game Programmer, The Game Assembly, Malmö
August 2021 — April 2024

- Studied advanced topics like Object-Oriented Programming, Data Structures, Algorithms, Computer Graphics, Artificial Intelligence, Networking, and Game Design.
- Completed multiple game development projects as part of the coursework, where you worked in a team of 10-20 people for around 2-4 months.
- Developed analytical, problem-solving, and critical thinking skills through hands-on experience in game programming.
- Collaborated with artists, designers, and other programmers to create engaging and immersive games.
- Learned and implemented industry-standard software development processes such as Agile methodology and version control systems like Perforce.

Spelprogrammering, LBS Kreativa Gymnasiet, Helsingborg
August 2017 — June 2020

- Gained experience in game development tools such as Unity using C#
- Developed a solid understanding of game development concepts like game mechanics, level design and game physics.

🏅 COURSES

Learn C++ for Game Development, Udemy - Stephen Ulibarri
July 2020 — August 2020

Unreal Engine Blueprint Game Developer, Udemy - GameDev.tv
June 2020 — July 2020

💼 EMPLOYMENT HISTORY

PQC Kvalitetskontroll at Höganäs AB, Höganäs
June 2021 — August 2021

- Inspected products and packages to ensure quality control.
- Followed policies and procedures related to application methods and quality standards at all times.
- Established and implemented quality control processes and procedures.