



Peter Lindberg

Software Development Engineer / Game Developer

About me

In short; I'm a game programmer turned software engineer turned game programmer. Accustomed to work in a fast paced and rapidly changing environment, both from game- and software development.

Been working with Unreal Engine, Unity and C++ on the gaming side. While working back-end as well as some front-end with C#.Net

Experience

Sony - Interactive Content Solution 2022 -

Unreal Engine Developer

Working with lot's of new technology (XR for example) using UE4 to develop and present it. Quite a mix between gamification and tech PoC. Current project is more geared toward gaming and UE4 mobile development.

Cortopia Studios 2021-2022

Game Developer consultant

Developed a VR prototype game in Unreal Engine from scratch. Continued with features for an ongoing VR game (TBA) in Unity. Miscellaneous gameplay like UI, social features and player feedback as well online content using Playfab.

Axis Communications AB 2018 - 2021

Experienced Software Development Engineer

Worked in a small group developing software to enhance Axis cameras for Video Management Systems. Working mainly back-end with network and similar as well as UI, using C#.Net. Also using Azure cloud functions to track data and user analytics.

Education

The Game Assembly, Malmö 2015 - 2018

Game Programmer

2,5 year (550 yh) education in C++ game programming. Developed eight games (every eight week) in our own C++, DirectX engine together in teams. Alongside this there's courses in network, AI, shaders, scripting etc. Heavy emphasis on teamwork and deadlines.

Skills

Visual Studio	★★★★★
C++, C#.NET	★★★★
Unreal Engine	★★★★
Git, SVN	★★★★
Unity	★★★★

Agile development, Scrum

Jira/Confluence

Photoshop CS6

Blender

JetBrains Rider

Language

Swedish	Native
English	Fluent
Danish	Intermediate
German	Elementary

Contact

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