



# 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.

Experienced working mainly with C++ and Unreal Engine. Most experience in Unreal Engine 4 but more and more in UE5 over time. Previously been working professionally in Unity as well.

I am good at taking responsibility for my tasks and don't mind taking the lead when it needs to. Experience has taught me to delegate better and not to overwhelm myself by wearing too many hats.

My goal is to develop my skills further in a game development team using C++ only or together with Unreal Engine.

## Experience

Sony - Interactive Content Solution 2022 -

### Unreal Engine Developer (UE4, C++)

Currently working in Unreal Engine on a Metaverse collaboration between Sony and Manchester City FC. Developing and leading projects within the project as it's a big enterprise that's being developed.

Together with this there have also been prototypes with AI as well as XR. Mainly focusing on cutting edge technology and what's possible with the current technology

Cortopia Studios 2021-2022

### Game Developer consultant (Unity, C#)

Initially developed a VR prototype game in Unreal Engine from scratch. Continued with features for an ongoing VR game (Wands Alliances) 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 (C# .Net)

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.

## Skills

C++ C#  
Unreal Engine Unity  
Virtual Reality Multiplayer

Visual Studio  
Agile development, Scrum  
Jira/Confluence  
Photoshop CS6  
JetBrains Rider

Azure Java  
Git, Github InWorld AI  
Blender

## Language

Swedish Native  
English Fluent  
Danish Intermediate  
German Elementary

## Contact

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# Education

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The Game Assembly, Malmö

2015 - 2018

## **Game Programmer (C++)**

2,5 year (550 yh) education in C++ game programming. Developed eight games (every eight weeks) 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.

Malmö University, Malmö

2014 - 2015

## **Game Development**

Studied one year of XNA, C# development. Created different 2D games and one mobile game during my time there. Another course of Linear Algebra at least.

The Faculty of Engineering at Lund University, Lund

2010 - 2013

## **Computer Science**

Different courses like Evaluation of Software Systems, Discrete Structures in Computer Science, Calculus in One Variable, Calculus in Several Variables, Computer Communication etc.