



# Peter Lindberg

Game Developer, C++, C#

## Contact

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## Languages

|         |              |
|---------|--------------|
| Swedish | Native       |
| English | Fluent       |
| Danish  | Intermediate |
| German  | Elementary   |

## Education

### Game Programmer (C++)

2015-2018 *The Game Assembly*

### Game Development (C#)

2014-2015 *Malmö University*

### Computer Science

2010-2013 *Lund LTH*

## Recent technologies

C++, C#  
UE4, UE5, Unity  
Git, Github,  
VR, AR, XR  
Azure Playfab  
Scrum, Agile

## 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 has been solely focused on UE5 since 2023. 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 - 2025

### Unreal Engine Developer (UE4, UE5, C++)

Mainly been working in Unreal Engine on a Metaverse collaboration between Sony and Manchester City FC called Favorite Space. 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.