

Jimmy Edberg

Game Designer and Programmer

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Technical Skills

Languages: C++, C#, Java, JavaScript

Content: Maya, Photoshop

Engines: Unity, Unreal 4

Misc: SVN, html/CSS, Audacity

Project Experience

DimensionalRift (PC, VR) School project, published on steam

- **Roles:** Game designer, lead programmer. Worked a bit on everything (controllers, menus, enemy spawning + patterns, combat interaction), and also did UI and data handling (highscore, save/load).
- **Gamecore:** A Virtual Reality arcade game where you defend a space station with a high-tech shield and sword from incoming projectiles.
- **Project:** It was a 6 person project for 3 part-time months (3 programmers and 2 artists besides me).

SuperSpy2D (PC, 2D) School project

- **Roles:** Project lead, game designer, programmer, artist/ animator. Did about 80% of AI, implemented animations, about 50% of level mechanics, start menu with profiles and highscore, and overall data handling.
- **Gamecore:** A simplistic 2D side-view stealth game where you have to find your way through a house patrolled by guards.
- **Project:** 3 person project for 6 part-time months (2 programmers besides me). I stood for more than 50% of the work.

Pacman remake (PC, 3D) Small school project

- **Roles:** Game designer, programmer. Made AI and nav-grid based on original game's patterns
 - **Gamecore:** A 3D Pacman remake, set in a space station where you have to collect energy spheres to power up the station, while also avoiding aliens.
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Education

- **Stockholms University's bachelor program in Computer Science:**
Game Development: Design (soon to be finished, only bachelor thesis left)
(Planning, testing, prototyping, level-design, programming, modeling, animation)
 - A few courses at KTH in math, Java and Communication
 - Electrician permit
 - Gymnasial Machine Engineering degree (Math, physics, CAD-Drawing 2D/3D, CNC-Machine programming, material studies, construction strength calculating)
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