

# TIM WENNERBERG

## PROFILE

Hello!

My name is Tim Wennerberg  
Gameplay programmer

## CONTACT DETAILS

@ Tim.Wennerberg@gmail.com

+46 76 77 88 555

Tim.Wennerberg.com

LinkedIn

## LANGUAGE

Swedish (Native)

English (Fluent)

## SKILLS

- C++
- C#
- Unity
- Perforce & Github
- Communication and team collaboration
- Problem solving
- Bug fixing
- Iterative workflow
- Scrum
- Forklift certified

## WORK EXPERIENCES

Freelancer **2024**

◊ Working with a Cultural center to make a game for kids who makes comics

NGC volunteer **2023**

Merchant **2020 - Present**

◊ A couple of times each year my significant other and I go to conventions such as Närcon and comic con to sell. I am very used to busy environments.

Forklift operator **2016**

## EDUCATION

*The Game Assembly*

**2022–2025**

HIGHER VOCATIONAL EDUCATION IN GAME PROGRAMMING

◊ Focus: I Specialized in gameplay programming and especially in AI.

◊ Wanted to enroll earlier but held off due to covid.

◊ I enrolled into TGA because I have always known that making games is my passion and MAU only reinforced this.

*Malmö University*

**2019–2022**

165 CREDITS IN COMPUTER SCIENCE

## PROFICIENCY

**C++ Gameplay**

◊ I specialize in Gameplay. I love everything gameplay especially AI.

◊ Both TGA and MAU has given me a lot of C++ experience.

◊ I have been programming C++ for 5 years.

**C#**

◊ I have 7 years of experience with C#.

**TEAMWORK WITH OTHER DISCIPLINES**

◊ TGA has given me 8 different projects which have all been with other disciplines, this has made me both more comfortable and knowledgeable about working with others.

**UNITY**

◊ Worked 6 years with Unity and I feel comfortable with the engine.

◊ My first engine that I worked in.

**UNREAL ENGINE TGA SPECIALIZATION**

◊ I am new to Unreal engine but I wanted to learn it so I made my specialization at TGA with it. I made an AI director similar to the one Left 4 Dead has.

## ABOUT ME

**LOVE FOR GAMES!**

◊ I have always played games from an early age until now. I am always on the lookout for new and innovative takes on games. Something which I take a lot of interests in are games which utilize NPCs in interesting ways.

**COMMUNICATION IS IMPORTANT**

◊ Keeping people in the loop and making everyone feel included and heard is something which I lay heavy focus on. I have found that if we keep a positive outlook on things we get more stuff done.

**ANIMAL LOVER**

◊ I live with two Danish-Swedish farm dogs and two hamsters. I've always been around animals in my upbringing be that my old cat or bird which is still kicking!