



Christian Forsberg

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Skills

C++

"I use the language for 2 years on a daily basis at The Game Assembly"

Agile Methodologies

"Throughout my 2 year at The Game Assembly and KEA working with projects I have become used to agile methods"

Debugging, Optimizing, Threading

"Creating our own, multi threaded, engine and working with it throughout the 2nd year at The Game Assembly I have become used to Debugging, Optimizing and Threading"

Unity, C#

"I have worked with unity, and created export script in c#, as our level editor in the second year of The Game Assembly"

Lua

"I have good knowledge of the language Lua and have created our first project at The Game Assembly"

Education

The Game Assembly / Higher Vocational Degree

August 2016 - April 2019, Malmö

Game Programming

Copenhagen School of Design and Technology / Higher Vocational Degree

August 2014 - June 2016, Copenhagen

Multimedia Designer, with focus on website building.

Work

Copenhagen Creator / Intern & Social Media

April 2016 - June 2016, Copenhagen

At the Copenhagen Creators, I started as an intern and later got employed as a Student Assistant, in charge of Social Media.

Summerbird / Warehouse

October 2012 - December 2013, Assens

I worked in the warehouse, I was in charge of packing and sending out orders.

Language

Danish - Native proficiency

English - Full professional proficiency