# Assar Bergh

## Game Programmer

## EXPERIENCE

### Programming Internship

**Simple Magic Studios** (2024 - 2025)

- 30-Week internship developing a **Multiplayer RPG** for mobile
- Worked on **Unity** client and **.NET** server
  - Implementing new gameplay features
  - Building tools to streamline level design and handling of database assets
  - Creating new rendering features and writing shaders
  - Optimizing graphics and logic for mobile hardware

## EDUCATION

### Game Programmer

**The Game Assembly** (2022 - 2025)

- Higher vocational education
- Built a custom **DirectX 11** Game Engine
- **8 Game Projects** in multidisciplinary teams
  - 4 in our self built **C++** engine
  - 2 in the school's in-house **C++** engine
  - 2 in **C#** using **Unity**
- Game design patterns and Software architecture
- Linear Algebra and 3D Math
- **Perforce** setup and daily use for projects

## SKILLS

- C++
- C#
- Lua
- Unity
- HLSL
- Python
- Dear ImGui
- DirectX 11
- Visual Studio
- Perforce
- Premake
- Git

## LANGUAGES

- Swedish
- English

## CONTACT

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