

David Sandberg

Senior Programmer

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SUMMARY

Senior Programmer with 8+ years of experience, of which 5+ years in game development including an award-winning game released on VR platforms. Currently working mainly with C# and Unity but with a love for developing new skills and learning whatever tools are best suited to get the job done. Collaborating with talented people from different backgrounds and disciplines to make something great is what motivates me at work.

SKILLS

- Highly proficient in Unity and C#
- Networked multiplayer gameplay using Photon Fusion and Netcode for GameObjects
- Git, Perforce and Unity Version Control
- REST API and server logic development
- Jenkins CI/CD pipelines
- Experience with taking a game from production to post-launch
- Knowledgeable in several programming languages such as Go, C++ and Lua

WORK EXPERIENCE

Game Developer

Resolution Games

📅 Oct 2020 - present 📍 Stockholm, Sweden

Released Games: *Demeo* (2021, Meta Quest & Rift, VR Game of the Year at the VR Awards)

- Prototyping gameplay in Unity and C# together with game designers
- Creating tools for sound designers to facilitate setting up SFX and music
- Programming AI behaviors for enemy characters
- Implementing networked gameplay using Photon and Netcode for GameObjects
- Writing unit and gameplay tests to maintain game stability
- Handling source control using Git, Perforce and Unity Version Control
- Working with external QA teams in preparation of game releases
- Responsible for implementing localization
- Carrying out code reviews and brainstorming with other programmers to improve knowledge sharing
- Part of the recruitment team - reviewing code tests and conducting interviews for programmer roles

Software Developer Consultant

Sopra Steria

📅 Jun 2017 - Sep 2020 📍 Stockholm, Sweden

- Created REST APIs and server logic using .Net Core and Entity Framework
- Created tools in Java for parsing XML to JSON
- Developed websites using jQuery and React.js
- Worked with Logstash and Kibana to handle monitoring
- Created Docker images to configure applications locally
- Created pipelines in Jenkins to build and deploy applications
- Wrote unit tests using xUnit and JUnit
- Used Git for source control

Game Developer

Toadman Interactive

📅 Apr 2016 - Apr 2017 📍 Stockholm, Sweden

- Developed gameplay logic for a multiplayer mobile game in Unity
- Implemented network and server logic using .Net and Microsoft Azure
- Prototyped gameplay using Lua and the Stingray engine
- Used Subversion for source control

QA Test Developer

Nasdaq OMX

📅 Summer 2014 📍 Stockholm, Sweden

- Wrote automated test cases in Java for the Hong Kong Exchange

Android Developer

LEKAB Communication Systems

📅 Summer 2012 & 2013 📍 Stockholm, Sweden

- Implemented GPS, IP messaging and SMS functionality
- Designed GUI elements and layouts

EDUCATION

Master of Science in Computer Science

KTH Royal Institute of Technology

📅 2013 - 2016 📍 Stockholm, Sweden

- Master Thesis: *A Study of the Effect of Looming Intensity Rumble Strip Warnings in Lane Departure Scenarios*

FrontierLab Exchange Program

Osaka University, Graduate School of Information Science and Technology

📅 Sep 2014 - Sep 2015 📍 Osaka, Japan

- Exchange year as part of the Master Thesis work, which involved creating a car game in Unity used to evaluate the effect of auditory warning signals on drivers' reaction times. Additional courses included Mixed Reality Systems and Signal Processing.

Bachelor of Science in Computer Science

KTH Royal Institute of Technology

📅 2010 - 2013 📍 Stockholm, Sweden

- Bachelor Thesis: *Suggested fingering for keyboards*

CERTIFICATES

Japanese Language Proficiency Test N1

The Japan Foundation

📅 Aug 2024 📍 Stockholm, Sweden
