

David Sandberg

Senior Programmer

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SUMMARY

Senior Programmer with 10 years of experience, of which 6 years in game development including several titles released for VR/AR, PC and mobile platforms. Currently working mainly with C# and Unity, and Xcode/Swift, 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#
- Worked on games for iOS and Apple Vision Pro, developed in Swift
- 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 several games from production to post-launch, on VR, PC and mobile platforms
- Knowledgeable in several programming languages such as Go, C++ and Lua
- Speaks Japanese

WORK EXPERIENCE

Game Developer

Resolution Games

📅 Oct 2020 - present 📍 Stockholm, Sweden

Retrocade (2026, iOS, Apple Vision Pro)

Role: Senior Programmer **Tech:** Xcode, Swift, Lua, FMOD, Git

- Implemented high score leaderboards and achievements for all the IPs.
- Worked with game designers to design and implement daily challenges.
- Collaborated with sound designers to implement music, and configured events in FMOD.
- Built debug tools to record game state, write data to specific memory addresses and test cheats in all the IPs.
- Wrote Lua scripts to quickly test changes to the IPs.
- Implemented system to download and display news items.
- Responsible for Japanese-English interpretation in meetings with IP holders.

Demeo x Dungeons & Dragons: Battlemarked (2025, PC, PS5, Meta Quest)

Role: Senior Programmer **Tech:** Unity, C#, Photon, Perforce

- Implemented armor system and created tools to allow configuration and automated tests.
- Improved AI for large enemy movement.
- Created tools for game designers to spawn enemies relative to other enemies in the game.
- Implemented tools for animators to test character poses and equipped weapons.
- Created UI system for switching weapons.
- Improved debug command tools with auto-complete and command history
- Implemented game over system and respawn logic.
- Added functionality to network sync pieces held by players in XR.

Home Sports (2024, Meta Quest)

Role: Senior Programmer **Tech:** Unity, C#, Netcode for GameObjects, Unity Version Control

- Created all the logic for playing a Pickleball match, including networked gameplay.
- Implemented rule system for the racket sports, and added unit tests.
- Worked with VFX artists and animators to provide visual feedback to players when rules were broken and points were scored.
- Participated in code reviews to improve code quality and knowledge sharing.
- Worked with the QA team to fix bugs leading up to the release.
- Responsible for communicating with the localization QA team and fixing related bugs.
- Created tools to test fonts for different languages.
- Configured build servers using Jenkins CI/CD.
- Added Unity's Cinemachine camera control system to custom trailer tools to facilitate camera control when creating trailers.

Demeo (2021, Meta Quest, PC)

Role: Senior Programmer **Tech:** Unity, C#, Photon, Perforce

- Prototyped gameplay together with game designers.
- Created tools for sound designers to facilitate setting up SFX and music.
- Programmed AI behaviors for enemy characters.
- Wrote unit and gameplay tests to maintain game stability.
- Worked with external QA team to fix bugs before the release.
- Responsible for implementing localization.
- Worked on several DLCs after the initial release.
- Implemented the UI for displaying HP, status effects and other data related to the characters.
- Implemented system to trigger ambient events in the environment.
- Worked with game designers to create AI behaviors and attacks for the last boss.

Other responsibilities

- Part of the recruitment team - reviewing code tests and conducting interviews for programmer roles.
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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
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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
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QA Test Developer

Nasdaq OMX

📅 Summer 2014 📍 Stockholm, Sweden

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

LEKAB Communication Systems

📅 Summer 2012 & 2013 📍 Stockholm, Sweden

- Implemented GPS, IP messaging and SMS functionality
 - Designed GUI elements and layouts
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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*
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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.
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Bachelor of Science in Computer Science

KTH Royal Institute of Technology

📅 2010 - 2013 📍 Stockholm, Sweden

- Bachelor Thesis: *Suggested fingering for keyboards*
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CERTIFICATES

Japanese Language Proficiency Test N1

The Japan Foundation

📅 Aug 2024 📍 Stockholm, Sweden
