Justus Hörberg

Gameplay Programmer

Technical Skills

Prog. Languages: C#, C++, GML

Software/Tools: Game Maker 8, GameMaker: Studio, Unity, Unreal Engine 4, Microsoft Visual Studio, Rider, SDL2, GitHub, Perforce, Blender, FL Studio

Other Skills: Modeling, Animation, Music, Unity VFX

Personal/Contact

⬡ Swedish, English

⌂ Stockholm, Sweden

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About

Aspiring video game developer studying Game Programming at FutureGames. Strong interest in player movement and abilities. Heavily influenced by Nintendo games and platformers.

Education

- **LBS Kreativa Gymnasiet**
  August 2014 – June 2017
  High school with game development focus. Spelutveckling (Game Programming): Unity/C# basics
- **FutureGames**
  August 2020 – December 2022
  Game Programmer Course: Unity/C#, Unreal/C++, SDL2, Perforce

Projects

- **Dream Walker (FutureGames Project)**
  January - February 2021 (4 weeks)
  Third-person point-and-click puzzle game. My tasks involved player programming, general system programming, camera programming, misc. programming.
- **Dwarf Undecided (FutureGames Project)**
  May - June 2021 (7 weeks)
  First-person shop management game. My tasks involved player movement programming, and UI programming.
- **Slash/Slash (FutureGames Project)**
  August - September 2021 (4 weeks)
  First-person hack-'n-slash game. My tasks involved anything regarding player programming and its architecture.
- **Hellbound (Solo Project)**
  August 2021 -
  Third person platformer with gun-based movement abilities. Solo effort worked on during leisure.
- **Chaos in Wonderland (Solo Project)**
  February - July 2019
  Third person hack-'n-slash platformer with depthful combat mechanics.
- **Super Mario 64 Fanmake (Solo Project)**
  March 2021
  From-scratch prototype remake of the Nintendo 64 classic, Super Mario 64.