



**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


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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 \(Solo Project\)](#)

October-December 2021

Third person platformer with gun-based combat mechanics. 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 2019

From-scratch prototype remake of the Nintendo 64 classic, Super Mario 64.