






Assar Bergh

Game Programmer looking for internship

CONTACT

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ABOUT ME

Since learning to code by modding games a few years ago, it's been a big passion of mine. Though I enjoy it all, **graphics programming** and **developing tools** are what I love most.

Now, after almost 2 years at **The Game Assembly**, I'm excited to expand that passion into a profession!

To that end, I am looking for an internship from September 2024 to April 2025.

I am situated in Stockholm, Sweden.

LANGUAGES

- Swedish *Native*
- English *Proficient*

EDUCATION

Game Programmer

The Game Assembly (2022 - Present)

- 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

OTHER MERITS

Modded Tabletop Simulator

Published [4 addons](#) for Pokemon: Legends of Sinnoh, written using Tabletop Simulator's **Lua** API, with the most popular one having ~8000 users.

Modded Risk of Rain 1

Published and collaborated on multiple mods written in **Lua** using the community-made modding API. Was an active part of the modding community by providing technical assistance and teaching inexperienced members.

SKILLS

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