

Elric Dagsberg

Game Programmer

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📍 Malmö, Sweden

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🧠 Skills

C++	● ● ● ● ●
Unity	● ● ● ● ●
Unreal	● ● ● ● ●
C#	● ● ● ● ●
Javascript	● ● ● ● ●
HTML/CSS	● ● ● ● ●
ImGui	● ● ● ● ●
Perforce	● ● ● ● ●
Nextion	● ● ● ● ●
Scrum	● ● ● ● ●
Photoshop	● ● ● ● ●

🌐 Languages

Swedish	● ● ● ● ●
English	● ● ● ● ●

🎓 Education

The Game Assembly [📄](#)
Higher Vocational Education
Aug 2021 - Apr 2024
Malmö, Sweden

Courses in C++, design patterns, AI and tools implementation.

Programmed an engine in DX11 from scratch.

NTI Gymnasiet [📄](#)
High School

Aug 2018 - Jun 2021
Malmö, Sweden

With a specialization in programming and web development.

👜 Professional Experience

Ghost Ship Games
Programming Intern
Aug 2023 - Apr 2024
Copenhagen, Denmark
Worked with Unreal engine on multiple projects.

UBD Cleantech [📄](#)
Arduino Programmer
Jun 2022 - Aug 2022
Höör, Sweden
Used C++ with Arduino IDE and Nextion for displays.

PMU Second Hand [📄](#)
Cashier
Jul 2020 - Aug 2020
Trelleborg, Sweden

Alstads hemmet [📄](#)
Intern
2017 | Trelleborg, Sweden

Försäkringskassan [📄](#)
Intern
2016 | Malmö, Sweden