

# Elric Dagsberg

## Game Programmer

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## Professional Experience

### Seller

*Pan European Callcenter* 

2024 Aug – present

Malmö, Sweden

### Programming Intern

*Ghost Ship Games* 

2023 Aug – 2024 Apr

Copenhagen, Denmark

Worked with Unreal engine on multiple projects.

### Arduino Programmer


*UBD Cleantech* 

2022 Jun – 2022 Aug

Höör, Sweden

Used C++ with Arduino IDE and Nextion for displays.

### Cashier

*PMU Second Hand* 

2020 Jul – 2020 Aug

Trelleborg, Sweden

### Intern

*Alstads hemmet* 

2017 | Trelleborg, Sweden

### Intern

*Försäkringskassan* 

2016 | Malmö, Sweden

## Education

### The Game Assembly

*Higher Vocational Education*

2021 Aug – 2024 Apr

Malmö, Sweden

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

Programmed an engine in DX11 from scratch.

### NTI Gymnasiet

*High School*

2018 Aug – 2021 Jun

Malmö, Sweden

With a specialization in programming and web development.

## Skills

C++ | Unity | Unreal | C# |  
Javascript | HTML/CSS |  
Perforce | Scrum | Photoshop

## Languages

**Swedish** – Native/Bilingual

**English** – Native/Bilingual

**German** – Basic

**Polish** – Basic