

Eric Dagsberg

✉ EricDagsberg@gmail.com

☎ +46 70 052 98 00

📍 Malmö, Sweden

🌐 EricDagsberg.com

🌐 linkedin.com/in/elric-dagsberg

🏆 AWARDS

Game of the Year - Finalist

The Rookies

01/12/2022

Spite Wrath of Valkyria

Best Art - Finalist

Swedish Game Awards

01/12/2022

Shell's Kitchen

🧠 SKILLS

- C++
- Java
- C#
- Python
- Javascript
- Springboot
- Docker
- Unity
- Unreal
- AWS
- SQL
- OOP
- HTML/CSS
- Git
- CI/CD
- Scrum

📁 EXPERIENCE

Bartender

Kappa Bar

11/2025 – Present | Malmö

Serving drinks, mixing cocktails, taking orders, delivering food to tables, cleaning tables also general maintenance of the bar.

Server

Pembert & Company

09/2025 – Present | Malmö

Taking orders, delivering food to tables, cleaning tables.

Kitchen Assistant

Rekas

2025 – 2025 | Malmö Sweden

Managed checkout, cleaning, and customer service in a fast paced, high demand environment.

Sales Associate

Uniq Dialog

2025 – 2025 | Malmö, Sweden

Worked with customer service and sales.

Sales Associate

PEC

2024 – 2024 | Malmö, Sweden

Handled the sales of multiple products and customer service.

Gameplay Programmer

Ghost Ship Games

2023 – 2024 | Copenhagen, Denmark

Worked with Unreal engine, C++, AI, Advanced enemy behaviours, Player controls, Automation and Tools on multiple projects.

Arduino Programmer

UBD Cleantech

2022 – 2022 | Höör, Sweden

Used C++ to add functionality for gas pumps with Arduino hardware, adding communication between the pumps and a Nextion display.

Cashier

PMU Second Hand

2020 – 2020 | Trelleborg, Sweden

Handled checkout, deliveries, testing of hardware and quality assurance.



COURSES

Treasurer

Hyresgästföreningen

2025 – 2025 | Malmö

Reinforcing skills as a treasurer

Performing simple accounting tasks

How to book correctly



LANGUAGES

Swedish

Native/Bilingual

English

Native/Bilingual

German

Basic

Polish

Basic



EDUCATION

Java Fullstack

Lexicon

09/2025 – Present

Working with Java, Springboot, AWS, SQL, Docker and Scrum.

The Game Assembly

Higher Vocational Education

Higher Vocational Education

The Game Assembly

08/2021 – 04/2024 | Malmö, Sweden

Courses in C++, C#, Design Patterns, Optimization, AI and Tools. 8 Full game projects from concept to published using an agile workflow.

Built a game engine using DX11 in windows environment from scratch.

High School

NTI Gymnasiet

08/2018 – 06/2021 | Malmö, Sweden

Worked with C#, Unity, Javascript and HTML/CSS