



# VIKTOR PRAMBERG

## GAME PROGRAMMER

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## ABOUT ME

I am a creative and multifaceted game developer who loves learning and teaching others. With a deep understanding of many arcane technical aspects of Unreal Engine I can build advanced features, systems and tools.

## CODE

- C++
- HLSL
- Python
- Rust
- C#

## ENGINES

- Unreal Engine
- Unity
- Bevy

## DEVELOPMENT

- Perforce
- Plastic
- Rider
- RenderDoc
- Pix

## ART

- Maya
- Blender
- Photoshop
- Substance Painter

## LANGUAGES

- Swedish - Native
- English - Fluent

## EXPERIENCE

### ● Infinite Mana Games | November 2022 - Present

Intermediate Generalist Programmer

"I use my deep knowledge of Unreal Engine to provide support in various technical areas. I'm mostly building gameplay systems and tools to support those systems."

### ● Fall Damage | May 2022 - November 2022

Technical Artist

"At Fall Damage I worked on tools, shaders and performance."

### ● Sharkmob | September 2019 - April 2022

Junior Technical Artist

"I've worked on everything from tools, optimizations and bug fixes deep in Unreal's engine code to some VFX tasks. I also had some of the lead responsibility during my last year."

## PROJECTS

### ● Unannounced Project | In Development

Infinite Mana Games | Unreal Engine

### ● ALARA Prime | In Development

Fall Damage | Unreal Engine

### ● Vampire: The Masquerade - Bloodhunt | 2022

Sharkmob | Unreal Engine

## EDUCATION

### ● Technical Art at The Game Assembly | 2018 - 2020

Advanced Diploma in Higher Vocational Education in Technical Art

"I have been a part of making 4 games in a custom engine, doing VFX and shaders in HLSL, and scripting tools in C# and Python."

### ● Game Art at The Game Assembly | 2016 - 2018

Advanced Diploma in Higher Vocational Education in Game Art

"I have been a part of making 8 games, while also working 50% of the time on various assignments, with everything from concept art to 3D modeling, animation and rigging."

### ● Game Art at LBS Kristianstad | 2013 - 2016

Upper Secondary School | Aesthetic program specialized in Game Art

## VOLUNTEERING

### ● Nordic Game Conference | 2017/2018/2019

Attending the cloakroom and assisting the media team