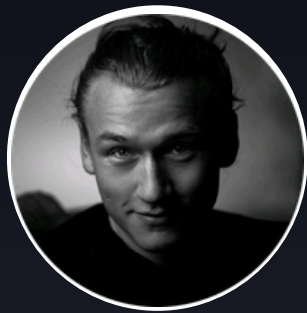




CONTACT

✉ kemberglund@gmail.com

in Karl Berglund

🌐 <https://kemberglund.wixsite.com/karl-berglund>

☎ +46 736963365

SKILLS

- C++
- Network programming
- Gameplay Programming
- Multiplayer Games
- UI / UX Design
- UI Programming
- Knowledge Acquisition
- Communication
- Unreal Engine GAS

EDUCATION



PLAYGROUNDSQUAD
08.2024 - 08.2025

- Game Designer



FUTUREGAMES
09.2021 - 12.2023

- Game Programmer

SOFTWARES

- Unreal Engine
- Unity
- Visual Studio
- Git
- Perforce
- Figma
- Miro
- Monday
- Tengine (In-house Engine)

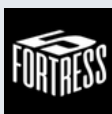
KARL BERGLUND

GAME PROGRAMMER & TECHNICAL DESIGNER

PROFILE

I'm a game developer with a passion for learning and helping others. I thrive collaborating with different roles and personalities working on UI, gameplay and multiplayer games in an agile work environment.

PROFFESIONAL WORK EXPERIENCE

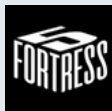


TECHNICAL DESIGNER
5 FORTRESS

11.2024 - 04.2026

Permanent Employment

- Systems Design + Implementation
- UI/UX Design + Implementation
- Tools Programming
- Gameplay & Ability System

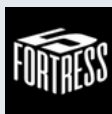


GAME PROGRAMMER
5 FORTRESS

12.2023 - 11.2024

Permanent Employment

- Gameplay Programming
- Network Programming
- AI Programming
- Source Control Administrator
- Build & Release Engineer



GAME PROGRAMMER
5 FORTRESS

05.2023 - 12.2023

Internship Position

- C++
- Unreal Engine
- User Interface Programming
- Knowledge Acquisition
- Communication



Game Project 2 - Entropy **Unreal Engine**

- Game of the Year winner at Sweden Game Awards 2025.
- Product Owner
- Prototype & Vision
- Game Designer