Samuel Ryberg

Software Engineer

Samuel Ryberg

Malmö, Sweden

+46 72 203 23 09
samuel.ryberg@gmail.com | Portfolio | LinkedIn

Game programmer with a focus on tools, UI, matchmaking, and network optimization. Proficient in C# and C++ with expertise in Unity and Unreal Engine. Experienced in developing seamless and engaging multiplayer gameplay and committed to optimizing player experiences. Passionate about using my skills to create innovative and impactful games.

Skills

Programming Languages: C#, C++, TypeScript
Technologies: Unity Engine, Unreal Engine, Docker
Tools: Perforce, Git, Jenkins, Slack, Confluence, Favro

Experience

Flashbulb Games / Associate Programmer

April 2024 - March 2025, Copenhagen, Denmark

- Worked closely with the backend team to implement and optimize matchmaking functionality for smoother player experiences.
- Focused on network optimization to ensure reliable and efficient online multiplayer gameplay.
- Continued improving tools and user interface features to enhance the overall gameplay experience.

Flashbulb Games / Programmer Intern

August 2023 - April 2024, Copenhagen, Denmark

- Developed and implemented new game modes, user interfaces and tools for a battle royale game, contributing to its gameplay and player engagement.
- Collaborated with a multidisciplinary team, including designers and other programmers, to ensure smooth integration of features.

Education

The Game Assembly / Game Programming

August 2021 - April 2024, Malmö, Sweden

- Completed 8 game projects as part of the coursework, where I worked in a team of 10-20 people for around 2-4 months.
- Completed coursework in C++, linear algebra, object-oriented programming, data structures, design patterns, graphics programming, AI, networking, and other essential game development subjects.
- Learned and implemented industry-standard software development processes such as Agile methodology and version control systems like Perforce.

LBS Gymnasium / Game Programming

August 2017 - June 2020, Helsingborg, Sweden

- Gained experience in game development tools such as Unity using C#
- Developed a solid understanding of game development concepts like game mechanics, level design and game physics.