

David Bång

Game Programmer

+46793401190

✉ david.bang@outlook.com

🔗 <https://github.com/Sodaro>

🖱 <https://www.davidbang.com/>

in www.linkedin.com/in/david-baang

Skills

C#, C++, Lua, Unity, Unreal Engine

Languages

Swedish

English

Education

Game Programming, *Futuregames*

2021 – present

Science and Technology Foundation Year Programme, *Uppsala University*

2020 – 2021

Physics and Chemistry focus

Game Design, *Uppsala University*

2016 – 2019

Minor in programming

Projects

Bömberbots, *Lua, Löve2D framework* [↗](#)

08/2022 – 11/2022

Bombberman project made together with Tomas Wallin [↗](#). Worked together in most areas but my main contributions were: debug tools, asset loading, and render sorting.

What Lurks Below, *C++, Unreal Engine* [↗](#)

05/2022 – 06/2022

3D Isometric Horror game with a narrative focus. Main contributions: Logbook system and item pickups.

Enigma Machine, *C++, Unreal Engine* [↗](#)

present

I used this project as a way to learn more about the Unreal Engine workflow. I have created a simulated machine with interactive parts in a first-person perspective.

Pumpkin Boy, *C#, Unity* [↗](#)

10/2021

3D Puzzle-platformer. I was responsible for the player character's movement and abilities.

World of Warcraft AddOns, *Lua* [↗](#)

present

I make AddOns as a hobby, mainly focusing on UI tweaks and quality-of-life modifications.