

Mads Engberg

An experienced software developer and game designer with strong skills in C++, C#, Unity and Unreal. I especially love working in the intersection between technology and design; where great gameplay, juicy game feel and tactile interaction-design lives. I am also a passionate game jam goer and organiser.

EXPERIENCE

Invisible Walls, Copenhagen — Unreal gameplay programmer

April 2026 - Present

I am currently interning as a gameplay programmer, working with Unreal Engine, C++, networking and the Gameplay Ability System to create gameplay for an online multiplayer FPS game called Neighbors.

NetCompass, Copenhagen — Full Stack Developer & UI/UX

April 2025 - December 2025

I developed the networking tool, NetCompass.io. I worked in Next.js to prototype and polish the website, from frontend and UX to backend data-handling APIs.

Travel — Two year career break to travel the world

May 2023 - April 2025

Game Swing, Copenhagen — Unity gameplay programmer

May 2021 - May 2023

I worked on the game "OddBallers", an online multiplayer dodgeball party game, published by Ubisoft. I designed and implemented many fun multiplayer game modes, levels and gameplay items. I also worked on creating game menus, fulfilling console certifications for PS4 and PS5, as well as making localization and accessibility systems.

Netcompany, Copenhagen — Software developer

February 2021 - April 2021

I worked as a software engineer to make an employee platform for the Danish State Railways (DSB). I developed Salesforce integration and automated testing.

Spilværk, Copenhagen — Unity developer, freelance

January 2020 - November 2020

I was designer and lead developer on "EduTriton" an educational "Pokemon-Go like" game. I also worked on "Piximakey" an app for making stop-motion videos. For both projects I worked on interaction design intended for children, juicy UI, software architecture and multi-player networking.

Audacity Interactive, Copenhagen — Unity developer, freelance

February 2019 - December 2020

I was a developer on the turn-based, strategy RPG "Scarlet Republics", creating levels and systems before its polished vertical slice. I was responsible for design and programming of enemy AI, the layout of several levels, the flow of UI during combat, several VFX shaders and I was in charge of organising playtests.

Location:

Copenhagen, Denmark

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Portfolio:

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EDUCATION

M.Sc in Games,

IT University of Copenhagen.

Sep 2017 - Sep 2019.

B.Sc in Software

Development,

Danish Technical University.

Sep 2014 - July 2017.

OTHER EXPERIENCE

Lead Organiser, for some of the largest game jams in Denmark like Nordic Game Jam, Global Game Jam.

QA + localisation QA, for game "Mutazione" developed by Die Gute Fabrik.

Teacher, workshops in Unity development.

Teaching assistant, at ITU in Making Games and at DTU in Software Development.

SKILLS

C#, Unity, C++, Unreal Engine, Open GL, GLSL, JavaScript, Next.js, TypeScript.

Game feel, game design, interaction design, UX.

AI, data-driven design, data-mining and algorithms.

University level maths and statistics.

Event planning, teaching and public speaking.