

Mads Engberg

A software developer and game maker with strong skills in Unity and C++ and a keen eye for design. I especially love working in the intersection between technology and design; gameplay programming, game feel, UX/UI and QA.

EXPERIENCE

Game Swing, Copenhagen — Unity game developer/designer

May 2021 - May 2023

I worked on the game “OddBallers”, developed at Game Swing and published by Ubisoft. I worked on gameplay development and game design along with multiplayer networking integration. I also worked on console implementation for the PS4 and PS5 versions of the game.

Audacity Interactive, Copenhagen — Unity developer, intern and freelance consultant

February 2019 - December 2020

I worked on the indie, turn-based, strategy game “Scarlet Republics” leading up to its vertical slice and its eventual Kickstarter campaign. I was responsible for AI development, game design, UX and playtesting.

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 clips. I worked on software architecture, multiplayer networking, utilising GPS data and juicy UI implementation.

Netcompany, Copenhagen — Software developer

February 2021 - April 2021

I worked as a software developer on a project that Netcompany was doing for DSB. The project consisted of an employee platform made in Salesforce. I did Salesforce development and automated testing.

Organiser of game jam events — Volunteer work

I have organised several large events with hundreds of attendees each.

My experience includes:

- Regional organiser of Scandinavia for Global Game Jam 2020.
- Organiser and board member of Nordic Game Jam 2021.
- Lead organiser of Level One Jam 2018 - 2020.

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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

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

Teacher, week-long workshop in Unity development for beginners.

Teaching assistant, ITU. Making Games.

Teaching assistant, DTU. Software development.

SKILLS

Unity, C#, C++, Open GL, GLSL, Java, JavaScript.

Game feel, prototyping, UX.

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

University level maths and statistics.

Event planning, teaching and public speaking.