

# WILDE BRÖBECKE

## Who am I?

I am an avid learner who loves programming, solving problems, games and working in teams. I am currently a programming student living in Stockholm and studying at Futuregames.

## Education

**Futuregames** *2018 - now*  
(Programming C++, C#, Lua, Unreal Engine, Unity)

**NTI gymnasiet Odenplan** *2015 - 2018*  
(Programming 1 and 2, game design, game art, narrative)

## Other qualities and abilities

Fluent in Swedish and English

Has experience working with Scrum and Agile development methods

Experienced in Photoshop and Blender

## Selected skills

### Languages:

C++, C#, Lua

### Engines:

Unity, UE4

### Software:

Github

Perforce

## Work experience

**2016** Started an UF company and released a game on Google Play

**2016** Worked at a café

**2015** Worked at Inferno Online

**2015** Park host at Parkteatern

**2006-2009** Were a Child actor in a number of short- and full length movies

## Contact me!

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