



Harald Wergeland

Programmer

Profile

I really like making games. Creating, designing and most of all, working with other like-minded people. I believe that fun games are made when the developers have fun making them.

I've been making games and writing code for almost a decade now, using many different tools and programming languages.

Check out my portfolio:
www.haraldwergeland.com

Personal notes

Languages:

- Swedish - Native
- English - Fluent

Interests:

- Reading Fantasy
- Gardening
- Running
- Skiing

Contact



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Portfolio
www.haraldwergeland.com

References available upon request. Please contact me via email or phone.

// Experience

Swiftblade, Personal Project

2021 - Present

Unreal Engine 5, C++, Blender, Nakama

A first-person speedrunning game with a focus on movement, melee combat and magical abilities. This is a solo project, all gameplay code and in-game assets are created by me.

- Custom movement, combat, animation and enemy state machines
- Procedural level-design tools
- Procedural materials with minimal use of textures
- An online backend with leaderboard support

Junior Gameplay Engineer, Sharkmob | Malmö, Sweden

2022 - 2023

Unreal Engine, C++, Perforce, Atlassian

Gameplay engineer specializing in 3C programming. Titles worked on:

- Undisclosed AAA project
- Vampire: the Masquerade - Bloodhunt

Gameplay Programming Intern, Sharkmob | Malmö, Sweden

2021 - 2022

Unreal Engine, C++, Perforce, Atlassian

// Education

Game Programming, The Game Assembly | Malmö, Sweden

2019 - 2022

C++, Perforce, C#, DirectX, ImGui, Lua

Notable contributions:

- 3D Renderer
- Engine architecture
- Object management using ECS

// Earlier work

Programmer, Neat Electronics | Löddeköpinge, Sweden

2020 - 2021

C#, Windows Forms, SQL

Creating an application for managing a product database stored in the cloud.

Programmer, Sigma Connectivity Engineering | Lund, Sweden

Summer 2018

Xamarin, C#, SQL

Developing a mobile application for analyzing production test data stored in the cloud.

Programmer, Sigma Connectivity Engineering | Lund, Sweden

Summer 2017

Windows Forms, C#

Developing a graphical analysis tool for production test data.

Reindeer Herding, Voluntary Work | Vadsø, Norway

Autumn 2023

Helping a Sámi family with reindeer herding, moving reindeer from the summer to the winter enclosures.