

Martin Furuberg

Game Programmer,
Full Stack Developer

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About

Hi, I'm Martin, a multi-disciplined creative currently deepening my skills in game development at The Game Assembly in Stockholm. I've previously worked for many years with web and mobile app development, but also had some experience with graphic design, motion graphics/video, and music production.

I'm an autodidact, fast learner with a curiosity about new things. I am always eager to try out and learn new technology. Been inspired by realtime graphics and the demoscene since many years and I'm striving to work on game engines, rendering, shaders and animation.

Skills

C++ DirectX 11 Vulkan OpenGL Unreal Engine
Unity NSight RenderDoc Git Perforce Swift
Python AWS Docker QA TDD CSS JavaScript

Languages

Swedish
Native language

English
Proficient

Norwegian
Proficient

German, Spanish
Elementary

Game Projects

Student Games (PC, Android) — The Game Assembly

2024 — 2026 / STOCKHOLM, SE

Agile development in multiple cross-disciplinary teams, completing a total of 7 different games using our own custom game engine and editor developed in C++. Two projects were made using Unity.

Hoppa över kossan (iOS, Android) — Oatly

2014 / GOTHENBURG, SE

Was part of designing and the solo programmer of a mobile game for Oatly, as part of a campaign targeting kids. The app was developed using Phaser and HTML5, then packaged as a native app.

Insanity Mirror (iOS, Android) — Ubisoft/B-Reel

2012 / GOTHENBURG, SE

Implemented OpenAL (C/Objective-C) speech recognition in a marketing mobile app for Far Cry 3.

Autodance (iOS, Android) — Ubisoft/Adore You

2011 / GOTHENBURG, SE

Helped develop the server backend for the award winning companion app to Just Dance 3. The app was very succesful and Ubisoft introduced the concept as a game mechanic in the successor, JD4. Autodance won the Gold award in multiple advertising awards, as well as The FWA Mobile of the Day.

Experience

Freelance — Full Stack Developer

MAR 2019 — APR 2024 / GOTHENBURG, SE

Front- and backend web development. Additional development and maintainance for various clients undertaken intermittently while managing a long-term medical condition.

Forsman & Bodenfors (Factory) — Full Stack Developer

JAN 2013 — APR 2019 / GOTHENBURG, SE

Was leading web development on a small team producing websites, online marketing, mobile apps and game development for the ad agency's clients. A mix of programming and designing front- and backend, and managing server/cloud deployment and storage. Built a mobile game for Oatly using Phaser. Example of clients; Volvo, IKEA, Tele2, Circle K, Oatly, Spotify, PostNord Logistics.

Crispin Porter + Bogusky — Interactive Developer

JUN 2009 — DEC 2012 / GOTHENBURG, SE

A blend of web development, iOS app development, motion graphics/video editing. Adobe Flash production, including ActionScript programming. The agency's european hub was based in Gothenburg and projects were targeting global markets and in multiple languages. Was given an healthy amount of time for researching mobile app and XR development (i.e Xbox Kinect). Worked on an award winning mobile app for Far Cry 3. Example of clients; Autodesk, Burger King, Diesel, Microsoft, Milka, Orkla Foods, P&G, Scandinavian Airlines, Sony Mobile, Ubisoft.

Daddy — Flash Developer

JAN 2009 — JUN 2009 / GOTHENBURG, SE

Mostly tasked with Adobe Flash production for online marketing campaigns, which includes building, animating, compositing and programming interactive media. The digital agency was aquired by Crispin Porter + Bogusky in 2009.

Education

The Game Assembly — Game Programming

AUG 2024 — APR 2027 / STOCKHOLM, SE

HVE Diploma. Game development in C++, building custom game engines from scratch. Deepened my knowledge about algorithms, data structures, AI (behavior trees and steering), scripting, rendering, networking, design patterns. Completed 7 different game projects in small teams. <https://thegameassembly.com>

GameDev.tv — Unreal Engine Multiplayer in C++

MAY 2022 — JUNE 2022 / ONLINE

Deep dive into programming networked multiplayer games in Unreal Engine 4 and 5. Server-Client replication and prediction. Working with Steamworks SDK. <https://gamedev.tv>

Skills/Tools

Game Development, Programming

C/C++, C#, Objective-C, Swift, DirectX, OpenGL, Vulkan, Dear ImGui, Jolt, HLSL/GLSL, OpenCV, OpenAL, Git, Perforce, Phaser/Pixi.js, REST, Agile/Scrum, Test- and data driven development.

Front End Development

HTML, CSS, JavaScript, TypeScript, Node.js, ThreeJS, React, NPM SASS, Grunt, CoffeeScript, ActionScript, WebSockets

Back End Development

Ruby on Rails (Ruby), Python, Node.js, PHP

Data Storage and Management

AWS, MySQL, PostgreSQL, Redis, Firebase, XML, JSON, YAML

Server Management

Windows, Linux/Unix, Docker, Nginx, Apache

Software

Visual Studio, Rider, Unreal Engine, Unity, NSight, RenderDoc, PIX, YouTrack, Jira, Blender, Adobe CS (Photoshop, After Effects), Penpot, Ableton Live, FL Studio