Game Programmer

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Hugo Nyberg

Profile

I'm a Game Programmer currently studying at The Game Assembly, passionate about game AI, gameplay systems, and building fun and engaging player experiences.

What I've had the most fun with at TGA has been programming AI for games. I love making characters feel smart and responsive, and figuring out the systems that drive their behavior.

Most of my experience is in C++, using my school's custom engine, but I've also worked on several Unity projects as part of our team-based game productions.

I'm excited to keep learning, growing as a developer, and one day contribute to games that I and others enjoy.

Employment History

Customer Service Representative at Hyre AB
02/2023–Present

Supervisor & Sales Associate at Coop
12/2020–08/2022

Front Office Assistant at Hotel J
02/2018–02/2020

Education

Game Programmer, The Game Assembly
08/2023–04/2026

Theatre, Actors Studio Stockholm
08/2016–07/2018

English & Theatre Arts, Santa Barbara City College
08/2014–07/2015

Teknik, Åva Gymnasium
08/2010–06/2013

Links

https://hugonyberg.github.io/

Skills

C++ 4/5
Unity 3/5
C# 2/5

Other work

Theatre Productions

Short Films

Documentary