

Morgan Westerberg

Game Programmer

Portfolio

<https://morranmogge.github.io/>

About me

Graduate game programming student. Experience creating several projects in groups using both scrum and GitHub

Personal

March 6, 2001 🏠
Kungsör, Sweden 🏠

Programming Languages

C/C++

HLSL

C#

Python

Other Skills

Video editing

Software

Visual Studio

VS Code

GitHub

Unity

Ubuntu

Vegas Pro

Contact and Socials

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🌐 [Morgan Westerberg](#)

🔗 [MorranMogge](#)

EDUCATION

2020–2023

Game Programming

BSc. BTH · Karlskrona, Sweden 📍

Began studying in 2020 and had various courses teaching mathematics and C/C++ programming. Was taught about memory management and **code optimisation**. 2nd and 3rd year had us students participate in a lot of group projects using **GitHub** and agile methods.



2017–2020

Natural Sciences

VASAGYMNASIET · Arboga, Sweden 📍

This program provided a broad and good basis for further development in several different areas. A lot of focus was put into math and physics which improved my **problem solving skills**. Offered a programming course introducing me to **Python**.



VASAGYMNASIET

AWARDS

Game Concept Challenge 2023

One out of two winners, entered with the game **Stranded Engineers**

LANGUAGES

Swedish | Native
English | Fluent

PROJECTS

2022–2023

Stranded Engineers

KARLSKRONA · Sweden 📍

When entering our third year as game programming students, we were tasked with creating a game in C++ and DirectX 11 using the agile method **scrum**. The group consisted of 7 members, consisting of 5 programmers and 2 technical artists, and my main contribution was a wrapper for a physics library. Additionally, I created debugging tools and helped implement some of the online functionality.



2022

Toy Tale

KARLSKRONA · Sweden 📍

Project given to second year students where 6 programmers used **scrum** to develop a game. This game was developed using C++ in DirectX 11 over a period of two months, and I was responsible for our bullet and stats system as well as the game-state structure.

WORK EXPERIENCE

2017–2017

Community Work

KUNGSÖR · Sweden 📍

Work organised by the recreation center in the city I used to study in, and was similar to a summer job. We were organised into groups of 4-5, had one supervisor and went around the city to do a variety of different tasks. Some were to clean windows and school lockers, others were weeding and so on.