



# David Silverlind

Junior Backend & Generalist Game Programmer

Lifelong computer nerd looking to turn a lifelong hobby into a lifelong career

## Contact

### Phone

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### Email

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### Portfolio

[davidsilverlind.com](http://davidsilverlind.com)

### Location

Boden, Sweden

## Education

2022-2025

### Game Programmer

Futuregames Boden

2015 (10 HP)

### Computers and Programming

Uppsala Universitet

2012-2015

### Teknikprogrammet

Lapplands Gymnasium Pajala

## Expertise

- Unreal Engine 5
- Unity
- C++, C#, Python, Swift, PHP, Javascript, Lua
- Linux Server Admin
- Very comfortable with the command line

## Language

English

Swedish

## Game Projects

### Super Enucleation 3D Plus

Q3 2023 (4 week project)

#### Backend & Gameplay Programmer

Unreal Engine 5 project where you play in a gravity defying world. I did backend programming and implemented the speedrun system among other things.

### Shutter Seeker

Q2 2023 (7 week project)

#### Backend, Gameplay, Photo System Programmer

Unreal Engine 5 project where the goal is to take nice photos of auroras and other natural phenomenon. I set up the photo taking system and worked on the system for grading the photos, by implementing the OpenCV library into the game.

### One More Dead Than The Other

Q1 2023 (4 week project)

#### Backend & Gameplay Programmer

Co-op game made in Unity. I worked on handling simultaneous input from two players and implemented puzzle systems the programmers could work with to design the game.

### Foodroid

Q3 2022 (2 week project)

#### Backend & Gameplay Programmer

Fun arcade game made in Unity in a very limited amount of time. I programmed the game manager and also implemented a online leaderboard.

### Hidden Packages for Cyberpunk 2077

Q4 2021

#### Mod Developer

I created a mod for Cyberpunk 2077 that added hidden collectibles to its world. Very well received with 125,000+ downloads and 1000+ endorsements on *Nexus Mods*.

## Work Experience

2016-2022

Jutos Timber Nord (formerly Krekula & Lauri Såg)

#### Production Worker

Visually graded and sorted lumber. Occasional mechanical and electrical repairs. Occasional IT support. Frequently trained new employees.