



Oskar Norberg

Engine & Tools Programmer

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Profiles

🔗 [Oskar-Norberg](#)

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Summary

I'm a C++ Developer with a specialization on Engine Development, passionate about performance critical systems in real-time applications. I strive to create both modular and robust architecture and am always willing to take feedback and learn from others to further widen my skill set.

Education

Futuregames, Stockholm 2024 - 2026
Game Programming, 550 yhp

Kungliga Tekniska Högskolan 2023 - 2024
Individual courses in Computer Programming - HI1024, Engineering and Information Skills - HF1005 and Computer Engineering - HE1028.

Projects

RNGOEngine 7 Weeks - Ongoing
Data Driven ECS Engine developed with EnTT and OpenGL
🔗 <https://www.oskarnorberg.dev/projects/RNGOEngine.html>
RNGOEngine is an in development C++ game engine runtime and editor with ECS, custom made OpenGL RHI Wrapper and RenderPass system.

C++, OpenGL, EnTT, ImGui

Lymbo 4 Weeks
Game Project developed at Futuregames
🔗 <https://www.oskarnorberg.dev/projects/Lymbo.html>
Surrealist exploration game in Unreal Engine 5. Utilized data-driven Unreal Engine features to develop a branching dialogue system and quest system.

C++, UE5

Experience

Bistro Gustavsberg 2018 - 2019
Gustavsberg, Stockholm

Working as an assisting chef I was tasked with things such as taking inventory, baking, preparing and chopping foods/vegetables for the day. The work included working in a fast-paced, high-pressure environment and working closely with colleagues to maintain efficient operations. The experience has greatly improved my ability to work in a team and perform effectively in high-pressure situations where clear communication is essential.

Skills

C++

C++17-23, EnTT, ImGui, OpenGL

C#

.NET 2.1, Unity

Java

JDK17, Swing

Engine & Tools

CMake

Unreal Engine

Unity

Git & P4

Languages

English

Native or bilingual profficiency

Swedish

Native or bilingual profficiency

Interests

Photography

Music

References

Provided upon request