

CV

Published Games

FretNice (*Tecmo*, 2010, XBLA, PSN)

Bionic Commando(*Capcom*, 2009, XBOX360, PS3, PC)

Bionic Commando Rearmed (*Capcom*, 2008, XBLA, PSN, PC)

Tom Clancy's Ghost Recon: Advanced Warfighter 2 (*Ubisoft*, 2007, PC)

LasseMajas Detektivbyrå: Kameleontens Hämnd (*Pan Vision*, 2008, PC)

LasseMajas Detektivbyrå (*Pan Vision*, 2006, PC)

Work experience

Programmer at **Pieces Interactive AB** **2009-05 – 2009-012**

Gameplay Programmer at **Grin AB** **2006-11 – 2009-04**

Programmer at **BAJOUM Interactive** **2006-06 – 2006-10**

Education

University of Skövde **2003-08 – 2006-06**

Bachelor Degree in Media with specialization in Computer Game Development

Skills

Areas of Expertise: 2D-gameplay, Enemy/boss behaviours, Menu systems

Languages: C++, C, Lua, Lingo, XML

APIs: PhyreEngine, OpenGL, FMOD, Ogre3D, Box2d, Boost

Software: Microsoft Visual Studio, Autodesk Maya, Adobe Photoshop

Recommendations

"I have never been more impressed by any programmer. Nor have I met a programmer so fully able to comprehend a creative context, concept or idea, and interpret it. [...] I really cant stress the importance and impact he had on Bionic Commando Rearmed enough."

-Jakob Tuchten, *Art Director on Bionic Commando Rearmed*

"His attention to detail and eagerness to work on every detail is one of the best I've worked with and he delivers quicker than expected."

-Magnus Runesson, *Lead Gameplay Programmer on Bionic Commando*

"Bertil is by far one of the most versatile, effective and excellent programmers I have had the chance to work with. "

-Linus Feldt, *Founder and CEO of BAJOUM Interactive*