

# Oscar Wiberg



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Gameplay AI Programmer

## About

I'm a gameplay programmer that focuses on AI and has worked on taking my skill level from hobbyist to professional since 2014. I usually find it that my AI are idiotic in thier behavior, but other people don't seem to see them like that.

## Experiences

### Transient, Future Games Project

April 2020 - June 2020 -(7 week)

- AI State machine and behaviors such as patrolling, chasing, searching
- AI World interactions such as opening doors
- AI sensing, sight and hearing both of which was affected by environment
- Some base experience working remotely

**Key Achievement:** Made a fully functioning AI with behaviors that achieved more than just the standard chase and patrol.

### Featherfall, Future Games Project

April 2019 - June 2019 -(7 week)

- Combat with varying ways of hit detection and character displacement.
- Applying VFX to projectiles or trailing effects tied to a character's movement.
- AI resources gathering.

**Key Achievement:** AI movement behavior where they surround and circle the player. This caused an eye of the storm effect around the player with many different moving parts.

### Starbreeze AI Programing Internship

June 2020 - November 2020

- Worked A\* into a hearing system
- Built behavior trees from the ground up as well as reworking already existing ones
- Created automated tests
- Learned a lot about C++ and unreal

## References

Martin Waern, Starbreeze, Lead Gameplay Programmer

[martin.waern@starbreeze.com](mailto:martin.waern@starbreeze.com)

Johan Stenberg, Starbreeze, Gameplay Programmer

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## Skills

Programming: C++, C#, Lua  
Engines: Unity, Unreal engine 4  
Version Control: Perforce, git

## Other Merits

I have worked with Java in conjunction with HTML5 and CSS.

## Languages

Swedish: native  
English: fluent  
I can also do bad accent impressions of other Languages.

## Hobbies

When not playing videogames I also enjoy creating Dungeons and dragons' games for friends.

## Education

Future Games: Game programing  
August 2018- November 2020

Media gymnasium: Game graphics  
August 2014- July 2017