LORENZO HEGBERG

Game Developer

ABOUT ME

I am a motivated and energetic Game Developer with robust problem-solving skills and a great understanding of programming in general, more so focussed on C#.

PROFESSIONAL SKILLS

- C#
- Unity
- JavaScript
- Visual Studio
- OOP
- Agile Development
- Scrum
- GitHub

PERSONAL SKILLS

- Flexible
- Hardworking
- Motivated
- Organised
- Team player
- Fast and eager learner
- Sense of humour

HOW TO REACH ME

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+40 767 363 142

Email:
lorenzohegberg@hotmail.com

Linkedin:
www.linkedin.com/in/lhegberg/

Portfolio:
https://www.lorenzohegberg.com

Work Experience

Technical Support at Webhelp Enterprise

March 2021 to present

- Provide technical support for hardware & software bugs/defects on mobile platforms(Android).
- Used ticketing systems to manage and process support actions and requests.

Customer Support at Orange Games(Azerion).

Jul. 2018 to Nov 2020

- Handle/Solve player's in-game issues such as system errors, bugs, report it to the developers, and provide (technical)solutions while doing so.
- Maintain a fair environment for players, using effective processes of monitoring unsportsmanlike behaviour.

Lead Game Developer at Base Games

Feb. 2017 to Feb 2018

- Took lead of the dev team, holding daily standup meetings, maintaining an agile development process, and holding code reviews.
- Have weekly meetings with product owner(s), presenting prototypes, product progress, and process feedback.
- Created and maintained four projects(PC and Mobile platforms) from initial research and conceptual design through testing and implementation phases, while documenting progress.

Education

Bachelor's degree for Game Development at Mediacollege Amsterdam

Aug. 2014 - Aug. 2018

- Studied multiple languages(C#, C++, HTML/CSS, JavaScript).
- One year internship, running a game company with students.
- One year exams, making a game(s) for at the time top three DJ's in NL(Don Diablo).