

William Arnberg



EDUCATION

The Game Assembly (Game Programming), Stockholm

September 2023- April 2026

- Developed Custom Game Engine (Tonic Engine)
- 3 Game Projects in Tonic
- 2 Game Projects in Unity
- 2 Game Projects in TGE (Proprietary School Engine).

WORK EXPERIENCE

Krafton, Stockholm

Electrical Designer

August 2017 - October 2022

Constructed drawings and technical solutions for offices, apartment buildings, schools and labs in electrical installations, tele-data, lighting.

3D drawings for the construction of prefabricated slab bearing layers.

Analyzed requirements and specifications for projects and developed a technical/financial plan based on these requirements.

Project Manager

August 2017 - October 2022

Planned and structured implementation of selected products based on the project's specific framework and calculation.

Created and managed schedules, communicated with customers and other stakeholders, managed budgets and resources and ensured that the project met all technical requirements and regulations.

Electrician Leading Installer

March 2015 - 2017 August

Planned tasks, allocated resources and ensured that work was completed on time and within budget. Providing coaching and feedback to juniors.

Electrician

March 2013 - 2015 August

Installed, repaired and maintained electrical systems and equipment.

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[LinkedIn](#)

[Portfolio](#)

[Github](#)

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SOFTWARE SKILLS

Unreal Engine

Unity Engine

C++

C#

JSON

DirectX 11

PIX

RenderDoc

LANGUAGES

Swedish - Native

English - Proficient