

# Viktor Pennskog

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## PROFILE

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Junior game programmer with Unity/C# experience in gameplay systems, procedural generation, multiplayer networking, tools, and Steam integration. Recently completed game programming studies in Sweden and currently continuing to develop my skills in C++ and Unreal Engine.

## EDUCATION

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### Högskolan i Skövde

*Computer Game Development - Programming*

**Aug. 2023 - Jun. 2026**

*Skövde, Sweden*

### NTI Gymnasiet

*Information and Media Technology*

**Aug. 2020 - Jun. 2023**

*Västerås, Sweden*

## PROJECTS

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### Hollowstride - Solo Developer

**Aug. 2025 – Present**

*Unity, C#, FishNet, Steamworks, Jobs + Burst, Procedural Generation*

- Developing a multiplayer voxel sandbox focused on procedural world generation, moddability, and scalable systems.
- Built chunk-based world systems using 32x32x32 voxel chunks, including streaming, saving, and staged generation.
- Implemented FishNet multiplayer with server-authoritative gameplay and responsive client-side input/rendering.

### VOICEBOX - Programmer

**Apr. 2026 – Present**

*Student team project continuing as an indie project - Unity, C#, Steamworks, Multiplayer Networking, Level Generation*

- Developing a co-op Steam game with a small group after completing the original student project.
- Focused on multiplayer networking, procedural level generation, and Steam integration.
- Built seed-based level generation using authored segments, connectors, doors/puzzles, and deterministic variation.

### Forgetmenots - Gameplay Programmer

**2025**

*10-week student team project - Released on Steam - Unity, C#, Gameplay Systems, Localization, Editor Tools*

- Worked as one of two programmers in a 10-student team to develop and release a narrative puzzle game.
- Built puzzle/gameplay systems, designer-facing editor tools, localization, narration, and settings support.

## WORK EXPERIENCE

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### byBrick Interface AB

**Summer 2022**

*Web 3D Developer, Summer Job*

*Remote*

- Worked on converting an existing Unity-based project into a web-based 3D version using Babylon.js.

## CERTIFICATIONS, SKILLS

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- **Certifications:** C++ Programming Fundamentals
- **Languages:** C#, C++ fundamentals
- **Technologies:** Unity, Git, Visual Studio, Rider, .Net
- **Specialties:** Procedural generation, tools, networking, gameplay systems