

ISAK REHNBORG

PROGRAMMER - TECHNICAL LEVEL DESIGNER



CONTACTS

- +46 760 100 558
- IsakRehnberg@icloud.com
- Helsingborg - Sweden
- www.isakrehnberg.dev

REFERENCE

- Martin Andersson
EX@gmail.com

HARD SKILLS

- C++ & C#
- Unreal Engine
- Unity
- Perforce
- Git
- Jira
- Game Design/Level Design

SOFT SKILLS

- Project Management
- Effective Communication
- Critical Thinking
- Work In Groups
- Time Management
- Initiative
- Creative

LANGUAGE & OTHER

- Swedish (Mother Tongue)
- English (Fluent)
- Drivers License



PROFILE

I'm a self-aware and feedback-driven developer with a big heart towards Programming and Technical Level Design. With a strong foundation in gameplay systems, physics, and optimization, I focus on creating responsive and engaging experiences. My background has shaped me to be time-efficient and collaborative.

EDUCATION

Future Games (Programmer) 2024-2026
Higher Vocational Education

Special Game project Roles: Mood manager & PO

More about my Game Projects on my website.



WORK EXPERIENCE

Ecophon (Saint Gobain) 2024-2026
Warehouse

- At Ecophon I managed the shipping, Loading & Unloading of our products. Making sure the products were safe when loading and organized/structured inside of the trucks.
- Paperwork control/Checks to make sure that the deliveries were correct.

Interbanan Sweden AB 2020-2023
Warehouse & Product Control

- Packaging & Controlling products.
- Paperwork management.

Nexters - Self awareness 2020
Leadership & Collaboration:

- Completed a leadership program focusing on self-awareness and teamwork.
- Organized a group camp (team responsibility, youth management).