





# CHRISTIAN LINDBERG

Stockholm, Sweden   
Lindberg.christian88@gmail.com   
linkedin.com/in/christian-kk-lindberg   
[www.christianlindberg.me](http://www.christianlindberg.me) 

Calm, curious, and nerdy human. Enthusiastic about research and development of games and user experiences. Very motivated to learn more about game development and human-computer interaction.

Keywords: UX Research & Design, Virtual Reality, Game & Level Design, Gameplay Programming

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## Skills

### Design

- Game Design Documentation
- Level-design & blockout
- Physical & digital interaction design
- User-centered design

### Programming

- C#, C/C++, Java
- Gameplay programming
- Collision detection

### Research

- Planning and conducting playtests, user studies, experiments
- Research-through-design
- User experience

### Leadership

- Managed group projects at university
- Military squad leader

### Software

- Unity, Unreal
- Adobe Photoshop
- Miro, Trello, Discord
- Figma, Blender 3D
- Office Suite & Google Docs
- Visual Studio, Git

### Hardware

- Arduino
- Meta Quest VR headset
- Varjo XR-3 headset

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## Experience

2023

### Master Thesis Intern / Swedish Defense Research Agency, Kista

Conducted my master's work for the Swedish Air Force Combat Simulation Centre. My work helped the simulation centre understand differences in cybersickness in extended reality and demonstrated how Unreal Engine can be utilized. I developed two different flight simulators with Unreal and evaluated them with users. More can be read on my portfolio website.

2015 – 2020

### Vehicle Technician / Swedish Armed Forces, Kungsängen

Civil employment as a technician at a military workshop. I troubleshooted and repaired vehicles and machines, then managed a smaller workshop specializing in small machine repairs and custom order prototyping. I collaborated on department planning with my manager, overseeing up to 2 subordinates, and earned commendations for my efforts.

2010 – 2015

## **Infantry Vehicle Mechanic / Swedish Armed Forces, Kungsängen**

**Vehicle mechanic soldier in a light infantry company.** Extensive combat service support training, including experience as an acting squad leader for two years, overseeing one subordinate. Led exercises, managed repairs, and aided in training of new drivers. Acknowledged for stepping up during the absence of a technical officer and recognized as the company's top driver by my platoon commander.

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## **Education**

GRADUATED 2023

### **MSc Interactive Media Technology / KTH - Royal Institute of Technology, Stockholm**

**Courses with group research projects including scientific reports, in human-computer interaction.** Numerous Unity projects in game development, focusing on innovative interaction techniques informed by research. Employed diverse design methods with a user-centered approach, addressing disabilities, physical, digital, and multimodal interactions. My master's thesis explored cybersickness in a virtual/mixed reality flight simulator I created for the Varjo XR-3 headset using Unreal Engine. You can find my master's thesis and other projects on my portfolio website.

GRADUATED 2021

### **BSc Computer & Systems Science and Game Development / Stockholm University, Stockholm**

**General courses in Computer Science with a focus on game development and games research.** Various game development project courses, primarily using Unity, displayed on my portfolio. I primarily had the role of a programmer in teams of 5 to 10, with remote collaboration via Discord due to Covid-19. Consistent formal playtesting was emphasized in each project.

GRADUATED 2007

### **High School Tech Program / Södalsgymnasiet, Huddinge**

**Focus on programming and internet multimedia.** Created my first game in Macromedia Flash, a 2D scroller. The first and last time I programmed in Action Script.

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## **Miscellaneous**

In my spare time, I enjoy playing video- and board-games and **Game Mastering** in Dungeons & Dragons, the tabletop roleplaying game. I regularly perform **physical exercise** to stay healthy.

In the military, I underwent extensive training in **vehicle mechanics and electronics**, consistently ranking among the top performers in my classes. I undertook two **volunteer missions** to Mali, Africa, spanning a total of 32 days, to provide vehicle repair support to UN forces.

Driving license: ABCE

Languages: Fluent Swedish & English