

KRISTIAN W.-TORGARD

PROGRAMMING GAMES

PROFILE

Something of a generalist game programmer. Over my ~14 years of professional programming I have touched on most aspects of game development: from game mechanics to AI, input/controls, asset management, editor tools, porting and optimizing for consoles, and more. I've worked on games released on nearly all modern platforms.

Always eager to learn new things and with a passion for both technical challenges and being a part of the multifaceted, creative cooperation that game development requires.

AREAS OF EXPERTISE

- C# and Java programming
- Prototyping and developing game mechanics
- Developing novel game systems and controls
- Tools development
- Porting and optimization for consoles

EXPERIENCE

SENIOR PROGRAMMER

Flashbulb Games | August 2023 - Present

Developing a physics based combat system for an unreleased multiplayer game. General game development in Trailmakers' physics based multiplayer system.

SENIOR PROGRAMMER / CONSOLE TECH LEAD

Game Swing | February 2021 - July 2023

Lead role for platform porting and optimization for a cross-platform, multiplayer game. General gameplay development in an ECS, multiplayer physics engine.

GAME PROGRAMMER

framebunker | June 2019 - August 2020

General game programming and system design in C# / Unity. Focusing on AI systems, navigation and controls.

PROGRAMMER / TECH LEAD

Those Eyes | January 2019 - May 2019

General game programming and system design in C# / Unity. Lots of prototyping and iterative game design and development.

PROGRAMMER / TECH LEAD

Klassefilm + Klassespil | 2015 - 2018

General game programming and system design in C# / Unity. Some game design and prototyping. Maintaining and expanding existing code base for the game Cosmic Top Secret.

ANDROID DEVELOPER

Lumigon | May 2011 - April 2015

General Android app and system development. Creating system apps and customizing and expanding the Android Framework.

GET IN TOUCH

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LANGUAGES

- Danish, native spoken and written
- English, fluent spoken and written

EDUCATION

ROSKILDE UNIVERSITY, 2010
MA, Philosophy / Computer Science

UNREAL FELLOWSHIP: GAMES, MAY 2025
Epic's month long crash course on the Unreal Engine

OTHER SKILLS

- Used to close collaboration across different fields and levels of experience
- Familiar with Unreal and Godot
- Familiar with C++, JavaScript, GDScript and more.
- Quick to research and pick up new technical skills

NOTABLE PROJECTS

UNRELEASED MULTIPLAYER GAME (Flashbulb Games)
Multiplayer brawling game

Responsible for weapons and character behaviour in a multiplayer brawler. I designed and implemented a physics based melee system, including tooling for designers to setup weapons and attacks.

ODDBALLERS (Game Swing)
Cross-platform multiplayer party game

Spiritual successor to Stikbold. I contributed to practically all parts of the game, eventually taking on the role of Tech Lead for platforms, responsible for porting and optimizing for PS4+5, Xbox One+X, Nintendo Switch and Stadia (RIP).

Main gameplay development was in Quantum (a deterministic ECS physics engine) with all graphics, UI, input etc. running in Unity.

STATIC SKY (framebunker)
Tactical top-down shooter (Unreleased)

My main tasks were related to the ongoing development of a systemic AI for real-time tactical combat. Coordinated behaviour between multiple squads of agents reacting to both the Player and each other.

COSMIC TOP SECRET (Klassefilm + Those Eyes)
Multiple award winning documentary game

I took over the role of lead programmer on the project about half way through development. Covering a broad range of subjects: mobile game development, novel touch screen controls, asset handling, optimizing, and more.

LUMIGON
Danish designed smartphone

Developed various apps for a number of original Android phones. Including new system apps and making modifications to the Android framework, both functional and aesthetic.

SPARE TIME

My spare time is spent on weird movies, old sci-fi, unusual non-fiction books and lots of video games. And getting fresh air out of town as often as possible.

I play a lot of indie and "alt games" and have had modest success making my own strange little creations as well. It lets me flex the game design and development muscles I don't usually get paid to use.