

Bergur Lindquist Christensen

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Professional Profile

Computer Games Developer with experience in software engineering, game development, and programming across multiple languages and frameworks. Skilled in C++, C#, Python, web technologies, and software design principles. Experienced building projects involving AI logic, gameplay systems, databases, and application development. Seeking opportunities to contribute strong technical and problem-solving skills in a software or programming-focused role.

Technical Skills

Programming Languages

C++ — ■■■■■■

C# — ■■■■■■

C — ■■■■■■

Python — ■■■■■■

DirectX — ■■■■■■

PHP — ■■■■■■

HTML/CSS — ■■■■■■

HLSL — ■■■■■■

JavaScript — ■■■■■■

SQL — ■■■■■■

Game Engines

Unity Engine — ■■■■■■

Unreal Engine — ■■■■■■

TL-Engine — ■■■■■■

CryEngine — ■■■■■■

Development Tools

Visual Studio/Code — ■■■■■■

CodeLite — ■■■■■■

Android Studio — ■■■■■■

Frameworks & Technologies

React.js — ■■■■■■

MySQL — ■■■■■■

DirectX — ■■■■■■

Areas of Knowledge:

Software Engineering, Web Development, Mobile Development, Databases, Computer Science, Game Development

Certifications

- Adventures in C# Programming
- Beginning C++ Programming
- MySQL
- Additional online coursework in Unity and software development

Projects & Coursework

Battleship 3D – Unity / C#

Developed a fully functional 3D Battleship game using Unity and C#. Implemented classes, functions, arrays, loops, and AI gameplay logic. Integrated raycasting for interaction systems and animated UV textures.

Turn-Based Board Game – Unity / C#

Created a turn-based 3D game featuring character animation systems, enemy AI behaviour, and Unity lighting techniques.

C++ Object-Oriented Programming Projects

Developed projects using modern C++ (C++14/C++17) focused on object-oriented programming concepts including inheritance, polymorphism, exception handling, STL, pointers, and stream I/O.

Education

University of Central Lancashire | Computer Games Development

Sep 2020 – Jun 2024 | Preston

Modules included Advanced C++, Software Development, Computer Graphics, Unreal Engine, and Web Development.

University of Northampton | Computer Games Development

Sep 2018 – Jun 2019 | Northampton

Studied Software Engineering, Databases, Problem Solving, and Game Development techniques.

Faroe Islands Business School | Finance and Economics

Aug 2015 – Jun 2017 | Tórshavn, Faroe Islands

Covered Computer Science, Mathematics, Marketing, Finance, Law, and Languages.