

Daniel Barbis

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Driven and passionate aspiring Game Developer with 13 years of self-taught programming experience in everything regarding software development with a strong focus on building robust and efficient solutions. Eager to start developing the future game engines of the world that will empower developers to create beautiful and fun games.

Experiences

Avarn Security, Malmö – Security Guard

June 2021 – Now

Part-time employee as a guard. I'm mainly tasked with taking care of security around properties, making sure everything is locked and safe from outside hazards.

Team42 AB, Bjärred – Web developer

January 2024 – April 2024

Team42 is a startup within the tech industry and during my internship I was tasked with creating their website.

Great IT, Malmö – Web developer

October 2019 - November 2019

During my internship at Great IT I was tasked with creating a bonus-system that calculated the yearly bonuses for all employees within Great IT.

ABB AB (Electrification), Malmö – RPA developer

February 2019 - March 2019 / June 2019 - December 2019

During my stay at ABB Electrification I was assigned to automate parts of the SOX process in SAP with help using RPA technology (UIPath).

ABB AB (Industrial Automation), Malmö – Software developer

June 2018 - August 2018

At ABB Industrial Automation I helped the Quality Manager to organize and develop a more effective way of handling data connected to test equipment.

Education

Futuregames, Malmö – Game Programmer, Engine & Tools

August 2024 - December 2026

Movant YH, Malmö – Software developer, Embedded systems

August 2022 - April 2024

Personal Skills

13 years of experience as a hobbyist programmer.

Good problem-solver.

Tech Skills

Foundational C# / .NET experience (Microsoft certificate)

Extensive knowledge in C/C++, Python, LUA

8 months of experience as an RPA developer using UIPath.

Languages

Swedish: Native
English: Fluent