

Simon Nilsson

Game Programming student at The Game Assembly looking for an internship between September 2024 - April 2025

Enjoys stylistic games with silent storytelling.
Comfortable with most areas of game programming but have focused on background systems.

EDUCATION

The Game Assembly, Malmö — Higher Vocational Education

Game programming — August 2022 - Present

Game Programming in C++ and C#

Courses such as; Linear algebra, design patterns, graphics programming, artificial intelligence, and network programming

8 game projects in groups of up to 18 people

Developed a game engine from scratch with DirectX 11

Agile and Scrum development

Malmö University, Malmö — University

Game development — August 2017 - June 2020

Game Programming in C#, C++, and Java

2 larger group projects, one in Monogame and one in Unity

Courses such as; Game design, multithreaded programming, algorithms

3D modeling in Maya

LBS, Lund — Upper Secondary School

Game development — August 2012 - June 2015

Game Programming in C#

Game Development in Microsoft XNA

CONTACT

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[LinkedIn](#)

[Portfolio](#)

SKILLS

C++

C#

Unity

Perforce

ImGui

HLSL

Scrum

LANGUAGES

Swedish — Native

English — Fluent

ACCOMPLISHMENTS

Circadian — Swedish Game Awards, Best Mobile Game 2023

