Simon Henriksson

I am a dedicated, stress-resistant, and outgoing individual currently seeking a game programming internship at [STUDIO]. I approach my work with precision and engagement to deliver high-quality and performant results.

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Work Experience

High Chaparral, Kull torp

June 2022 - August 2022

For one summer I worked as a food service worker. This place helped me to become more stress resistant, learn how to communicate with people and improve my teamwork skills.

Education

The Game Assembly — *Malmö*

August 2023 - NOW

Currently studying here with the focus on game programming and specialized within physically based destruction. This is where a lot of the knowledge i have within programming came from but more specifically C++

LBS Kreativa Gymnasiet — Borås

August 2020 - June 2023

I started my programming journey here with the game programming line within a technology program. It also helped me develop my technical thinking and creating.

Projects

Projekt weeks — The Game Assembly

August 2023 - NOW

I have participated in seven of eight game projects during my time at the game assembly. In these projects we have some odd weeks to plan, design and develop a game around a set theme.

Projekt weeks — *LBS*

October 2021 - April 2023

I have participated in 3 game projects that were called project weeks. We Design, plan and develop a game under three weeks spread out throughout the year with a given theme.

Strengths

Stress-resistant

Technically skilled

Quick learner

Easily adaptable

General Skills

Direct X11	
Unreal	
Unity	
C++	
C#	
Physx	
Threading	
HLSL	00000

Other Merits

School ambassador Represented LBS school at different events and meetings.

Languages

Swedish - Native

English - Fluent in speaking and writing

Awards

Game Of The Year - Winner Best Narrative - Winner Best Diversity - Winner Best Audio - Nominee