

# Anton Nilsson

antonnilssongamedev.github.io

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## Skills

- ☐ C++
- ☐ C#
- ☐ Java
- ☐ Swift
- ☐ Objective C
- ☐ Unity
- ☐ Bilingual in Swedish and English
- ☐ Dedicated
- ☐ Hard worker
- ☐ Driver's Licence



## Education

PLAYGROUNDSQUAD, Falun, Sweden

*Game Programmer, August 2017 – Present*

- ☐ Developed my skills in C++
- ☐ Worked with Havok, FMOD and an in-house game engine
- ☐ Worked in groups of various sizes during projects

IT-HÖGSKOLAN, Gothenburg, Sweden

*Application Developer, August 2015 – December 2016*

- ☐ Learned to design and develop mobile applications for Android and iOS devices
- ☐ Learned a number of object-oriented languages like C#, Java, Objective C and Swift
- ☐ Designed and developed websites with HTML, Typescript, CSS and Bootstrap
- ☐ Worked in various project frameworks, such as SCRUM and Waterfall
- ☐ Worked with databases like Firebase

## Working Experience

ET EMBALLAGETEKNIK, Lindome, Sweden

*Forklift Driver, April 2014 – Mars 2017*

- ☐ Loaded and unloaded cargo from trucks
- ☐ Carried out inventory of stocks
- ☐ Handled and positioned cargo in a safe and efficient manner
- ☐ Worked in a team with people of various roles