

Anton Nilsson

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Skills

- C#
- C++
- Unity
- Automated Unit Tests
- Meta, UI and gameplay programming
- Git
- Jira
- Bilingual in English and Swedish



Working Experience

ROVIO ENTERTAINMENT, Stockholm, Sweden

Game Programmer, May 2019 – Present

- Continued working on *World Quest* between May 2019 to June 2020. Including the internship period, I stayed with the project from an early production stage, through soft launch and a few months in a live environment.
- Worked on *Angry Birds Legends* between June 2020 and December 2020, from late production phase, through soft launch and a few months into live environment.
- Spent half a year on a prototype team. This prototype eventually became *Bad Piggies 2*, and I stayed with the project until November 2022.
- Worked as a game programmer on the live game *Angry Birds 2* for about a year.
- I'm currently hard at work on a not yet announced project.

Higher Vocational Education

PLAYGROUNDSQUAD, Falun, Sweden

Game Programmer, August 2017 – May 2019

- 6 month long internship at *Rovio Entertainment*, where I worked on *World Quest*, both client- and server-side.
- Developed four games, both using C++ and C#, in teams of various sizes
- Developed skills in many areas of game programming, such as network code, code structure, shader programming, animation implementation and more.

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 using HTML, Typescript, CSS and Bootstrap
- 6 months long internship at *Pinya Group AB*.