

Anton Nilsson

antonnilssongamedev.github.io

+46 760 24 93 08

antonnilssondeveloper@gmail.com

Skills

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



Education

PLAYGROUNDSQUAD, Falun, Sweden

Game Programmer, August 2017 – Present

- 6 month long internship at *Rovio Entertainment*, where I worked mostly with Unity
- Developed four games, both in C++ and C#, in teams of various sizes
- Used tools like RakNet, Havok, FMOD, Unity and an in-house game engine

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
- Learned how to operate machines like forklifts, push machines and peeling machines
- Learned how to prioritize and organize my tasks