Anton Nilsson

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Skills

- C#
- C++
- Unity
- Automated Unit Tests
- Gameplay, UI and meta programming
- Git
- Jira
- Bilingual in English and Swedish
- Driver's Licence

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.
- Currently working on an unannounced 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 in 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 with HTML, Typescript, CSS and Bootstrap
- 6 months long Internship at *Pinya Group AB.*