Anton Nilsson

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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

- ☐ Developed my skills in C++
- ☐ Worked with Havok, FMOD and an in-house game engine
- ☐ Participated in the development of three games, and one coming later this year
- ☐ Worked in teams of various sizes

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