# 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 later this year

**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