CV Philip von Schwerin

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Timeline

Work Experience   **Education**

2007 - onwards
Quality Consultant, EUP Industriservice
All sorts of quality work, primarily within the automobile industry since the firm is a resident of Volvo Cars Torslanda. Tasks range from educating and supervising work groups, to test driving, to analyzing and finally sorting. Work has involved everything from completed cars to tiny washers and I have been directly involved in pre-production as well as normal production.

2005 - 2007
Economics assistant, Holship
Started working in the warehouse of this logistics firm but was moved into accounting and billing. Small note of interest: Holship administered the warehouse for Bergsala, the Scandinavian distributor for Nintendo, during the time I worked there and I helped with shipping the Wii in time for Christmas 2006.

2001 - 2003
Waiter, Russell's of York
In addition to waiting on tables, I also prepared simpler dishes and desserts.

1999 - 2000
Bicycle Courier, CX Cykelexpressen
Aside from the obvious, I probably made life miserable for everyone else on the streets of Gothenburg.

2023 - onwards
Game Programmer, Yrgo
Game development in Unity and Unreal using C#, C++ and Blueprints. Focus has been on completing several smaller projects, both solo and in groups, ranging between 4-8 weeks in length. See my portfolio for more details (click the address above).

2009 - 2010
MA Environmental Economics and Management, Gothenburg University
Studied best practices and opportunities within a burgeoning environmentally conscious business sector. However, I was increasingly disillusioned during the program and never finished my final essay.

2002 - 2005
BA PPE, University of Hull
Politics, Philosophy and Economics is designed to promote analytical and critical thinking, focusing on how the three disciplines interact historically and at present.

1999
Introduction to Java, Gothenburg University
One semester of Java. We made Minesweeper.

1998 - 1999
Combat Vehicle and APF Commander, Försvarsmakten

APF is, in rough translation, Forward Observation and Communications Point. Meaning that instead of carrying soldiers, we were carrying communications equipment in the hold and in addition to our autocannon we were carrying a telescopic radio mast on top. The idea was to provide communication and protection for forward observing armor brigade staff. I believe our crew set a new speed record for raising and dismantling a radio mast.

1995 - 1998
International Baccalaureate, Hvitfeldtska Gymnasiet

A program with an international curriculum, primarily for children of expats, with all tuition in english. I opted to focus on Maths, Physics and Modern History.

Skills

Computer

Having started with Unity, I am very familiar with the editor in general, the animator, how to set up the "new" input system and how to program for Unity in C#.

The past few months have been an intense journey in Unreal Engine 5, learning the basics of how to code in C++ and controlling Niagara as well as Soundcues with code. I also took a deeper dive into Niagara, including designing fairly advanced materials to create the effects I wanted. I feel like I learnt enough C++ for Unreal to get some idea of how immense the engine really is and I feel particularly eager to discover more.

Github has been a constant in development although getting used to it has at times been painful (especially in conjunction with Unreal).

I am also familiar with various other tools in a Windows environment, such as Audacity, Gimp, Blender (to some extent), as well as Windows itself, etc.

Quality

Sorting, analyzing, measuring using just about every conceivable tool or method. Should point out that this is true primarily for the automobile industry. Being a third party consultant, I am used to working independently and to be flexible and adapt to requirements, whether this has to do with methods, criteria or working hours.

Languages

While Swedish is my mother tongue, my knowledge of English is just as good. Having studied at an English university for three years while other students believed me to be from Sussex is enough to convince me at least. I also know enough French and German to get by although there will be grammatical errors.

Personal

Analytical, methodical, work hard and learn fast. I feel the past year can attest to this: I began my programming studies with a quarter of a century old introductory course in Java as prior knowledge and managed to learn enough both C# and C++ in 9 months to create small games in 2D and 3D, while simultaneously working 30 hours per week and also taking care of my family of two unruly (but lovable) boys of 7 and 8 years old. Typically, I try to be more humble but apparently this is not the place to demonstrate that ability.

Other

I have a driver's licence and a fork lift permit. I am accustomed to boats and can navigate and sail in rough seas. I can also drive a combat vehicle and operate its autocannon. I also keep bees, relieve them of their produce and brew mead from some of it.

Extracurricular and volunteer work

Chairman of the local road association 2018-2022.

During my four years, we took the association out of its 125k SEK deficit without raising member fees while also planning and executing the largest project in its lifetime: laying a new surface layer on the entirety of the road network. We also had to sort out several of the longest standing quarrels between members of the association in regards to the road. It was an interesting insight into the ambitions of the people living in my vicinity and I am glad someone else offered to take over in 2022.

Board member of Göteborgs Suzuki Förening 2019-2023.

This society has over 200 members, around 10 employed teachers and turns around roughly 2 million SEK every year. It was fun, rewarding and frustrating to help run it with half of the board made up of professional musicians. I decided to step down in 2023 in order to focus on my studies.

Interests of interest

Games

First love, way, way back was combat flight sims, such as F29 Retaliator, Knights of the Sky and Wing Commander. Now, I prefer games that are rich in story and allow exploration, typically action RPGs like Mass Effect or Zelda. I also love coop games (Left4Dead!) and enjoy a lot of puzzlers. Then there is the realm of boardgames, to which I am a frequent traveller. Just about anything goes but my heart still beats a little faster when a dungeon crawler comes out. So, yeah, roleplaying is also something I really like. And I play Magic. Stayed clear of 40k though...

Other

Books, films, hunting, scuba diving, calligraphy and more. Let's just say I have an inquisitive nature.

References

Programming

Head teacher for Game Creator Programmer at Yrgo, Gothenburg: Robert Esbjörnsson, robert.esbjornsson@educ.goteborg.se, 072-856 72 80.

Quality

Senior Manager at EUP Industriservice: Thomas Gren, thomas.gren@eup-industriservice.se, 076-119 53 00.

What about the rest?

I can provide copies of grades from schools I have attended on request. The rest is history.