ANDREAS BERZELIUS
-- PROGRAMMER --

Experience
2018 - 2019
Store clerk, *WHSmith*
was responsible for general store operations and also sometimes handled product purchases and scheduling.

June 2018 - August 2019
Lifeguard, *Midgårdsbadet*
Mainly guarded the different outdoors and indoor pools but besides that i cleaned and stood at checkout.

2015 - 2017
Athletics leader, *IFK Märsta*
Responsible for planning and teaching children 8-12 athletics during a two-week summer camp.

Education
September 2018 - Ongoing
Game development Candidate, *Stockholm university*
The program focuses on developing academic skills in both **Game Development** and **Computer & Systems Science**. Skills such as: **3D-rendering**, **3D-modeling**, **animation**, **game engines (Unity & Unreal engine)**, **MDI**, game analysis, project management, **SQL**, **algorithms** and **programming** in code languages like: **c#**, **c++/c** and **java**.

September 20187- 2018
GU - Military , *Kungsängen*
Gu on livgardet 12th motorized infantry battalion. In addition to military training i learned a lot about **leadership** and how to effectively **collaborate** with other people in a group.

Projects
9 weeks 2019
Signalparadox, *3D unity game*
- Grenade with visualized throw path
- Charger-enemy ai
- Read more

https://berzan3.github.io/Portfolio-hemsida/#/

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Skills
Code
- Unreal Blueprints
- Java
- Html/CSS
- JavaScript
- C#

Software
- Unreal Engine
- Unity
- Visual studio/Code
- Photoshop
- GitHub desktop

Soft Skills
- Project management

Languages
- Fluent in Swedish & English

Other
- Driver´s license
- Coastal skipper's certificate