SIMON NYLÉN

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ABOUT ME

Hello! My name is Simon Nylén, I was born in 1997 and I am currently living in Karlskrona, where I am studying my last year of Master of Science in Game and Software Engineering at Blekinge Institute of Technology (BTH). I can speak and write fluently in both Swedish and English.

KNOWLEDGE

EXPERIENCE IN

- C++
- C
- Vulkan
- CUDA
- OpenGL
- Git

EXPOSED TO

- Python
- HTML
- C#
- CSS
- Java
- JavaScript
- Lua
- Godot (Game Engine)

I am always interested in the latest technologies, which makes the list ever expanding.

PROJECTS

As a programming student a lot of time is spent on practical projects. Here I will list some of those that I have done during my time of studying. For a more detailed list visit my portfolio or github!

- GameProject - A small game project made with five other. Took half a semster and it used SCRUM.

- Poly - My own created game engine used to expand my knowledge of Vulkan and architecture.

- 3DProj - OpenGL project created by me and two others to learn about 3D techniques.

- CrazyCanvas - Game project developed with nine other. SCRUM, Vulkan and more is used.

WORK EXPERIENCE

Although no previous work experience in the area I study in, I have many years of work experience in service related jobs.

- Part time job at a local miscellaneous store
  Summer 2012 - Winter 2018

- Summer job at a local restaurant, primarily at the bar
  Summer 2019, Summer 2020

CONTACT

For more information I recommend to visit my portfolio. If any questions arise then I am most easily reached with email.

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