Marcus Nordström

Game Programmer

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Profile

A motivated Game Programmer,
With a broad and adaptable skillset.

I excel at overcoming new,
obstacles and learning new tech.

Me as a person is very energetic,
and works great in a team as well as,
always having a positive attitude.

Hard Skills

- Unreal Engine 4/5 - Advanced
- Visual Blueprinting - Advanced
- Unity - Advanced
- C++ - Advanced
- C# - Advanced
- HTML, CSS, Javascript - Advanced
- Trello, Miro, Jira
- FL Studio (Music&SFX) - Advanced
- Photoshop
- Premiere/After Effects

Soft Skills

- Fluent Swedish & English
- Critical thinker & Open minded
- Problem solver
- High creativity

Experience

Programming

- Networking
- Gameplay
- Realtime 3D Mesh Manipulation
- Tools for UE and Unity
- Optimization
- API
- Backend & Database
- Websites
- Software

Work

- WeLevel, SolidRiver // Programmer 2021-2022
  1 Year INTERNSHIP, Mainly gameplay-programming.
  But I did basicly anything around the game like,
  hooking up and fixing animations, UI, Sound etc.

Educations

- Viaskolan, Nynäshamn - Elemantary School 2000-2010
- Nynäshamns Senior High School, Nynäshamn 2012-2013
  Music
- NTI School, Älta 2019
  Mathematics 1a , Swedish 2
- NTI School, Älta 2020
  Programming 1, English 6
- NTI School, Älta 2020
  Programming 2, Graphical Illustration
- Forsbergs School, 2020 - 2022
  Game Programming, diploma can be sent if asked for.