



SOFTWARE & GAME DEVELOPER

SUMMARY

I am a software developer with a keen interest in the development of games and game engine tools. I design very sustainable software architecture and make well-designed APIs.

FIELDS OF INTEREST

- Game Development
- Software Architecture Design
- Software Development

CONTACT & PORTFOLIO

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Portfolio: charlie-malmqvist.com/portfolio.html

SKILLS

Hard Skills:

- Software Development
- Software Architecture Design
- · Game Design
- Game Scripting
- Programming in several languages (C/C++, Python, Lua, Java, C#, etc...)

Soft Skills:

- · Quick Learner
- Adabtable
- · Advanced Problem Solving
- Team Management

WORK BACKGROUND

Elder Care

The Commune of Eslov | Eslov, Scania, Sweden 07/2016

 Helped taking care of the elder. Went for walks with them, prepared lunch and breakfast, held activities like bingo.

Youth Worker Trainee

EoS Youth Recreation Centre | Lund, Scania, Sweden, 05/2014

 Worked a few weeks as a trainee at a youth recreation center and got to plan activities for the youth, prepare meals and engage in the activities with the youth.

EDUCATION & TRAINING

SAE Institute Brisbane

Bachelor of Game Development

- To be completed in 2022
- Developed several games in teams
- Learned about work ethics and employability skills

LBS Lund, Sweden

Upper Secondary School, Game Development Specialization

- Completed in June 2019
- Top grades in all programming-related
 courses
- Wrote a research paper on Growth Mindset and its effects on Software Development

