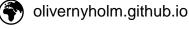
# **Oliver Nyholm**

Date of birth: 21 January 1994

**Nationality:** Finland

oliver.nyholm@gmail.com



Malmö, Sweden





## Work Experience

Aland Sailing Robots • Internship

2016

- Programmed new navigation algorithm for robot boat in C++
- Contributed in refactor system to message parsing

Nya Åland, News agency • Journalist, Photographer

2012 - 2015

- Film and interview for news reports
- Create two documentaries
- Self-learning and educated during work

Mariehamns Församling, Parish • Counsellor

2010 - 2012

Counsellor at summer camp for adolescents.

Ångbåtsbryggan Äventyrsgolfen, Restaurant • Washer-up

2009 - 2011

## Education

The Game Assembly, Malmö, Sweden

Fall 2017 – Winter 2020

Game Programming (550 yh-points)

Malmö University, Malmö, Sweden

Fall 2014 – Summer 2017

 Bachelor of Science in Computer Science with specialization in Game Development, 180 credits

# Computer and Technical Skills

#### **Operating Systems**

• Windows, Arch Linux, Ubuntu

#### **Programming Languages**

• C#, C++ - Expert

• MySQL, Lua, Squirrel - Intermediate

• HTML, CSS, Lumen, Laravel, PHP - Novice

#### **Game Engines**

• Unreal Engine 4, Unity, Love2D

#### Other

Jira, Trello, Scrum, Maya

### Other

- Volunteer for Nordic Game Conference 2017
- Fluent in Swedish, English. Can communicate in Finnish. Intermediate knowledge in French.
- Scholarship for good cohesion within education, Malmö University 2016
- Finished 2<sup>nd</sup> in school's arcade machine competition