
Oliver Nyholm

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Work Experience

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|---|-------------|
| Åland Sailing Robots • Internship | 2016 |
| <ul style="list-style-type: none">• Programmed new navigation algorithm for robot boat in C++• Contributed in rewriting system to message parsing | |
| Nya Åland, News agency • Journalist, Photographer | 2012 - 2015 |
| <ul style="list-style-type: none">• Film and interview for news reports• Create two documentaries• Self-learning and educated during work | |
| Mariehamns församling, Parish • Counsellor | 2010 - 2012 |
| <ul style="list-style-type: none">• Counsellor at summer camp for adolescents. | |
| Ångbåtsbryggan Äventyrsgolfen, Restaurant • Washer-up | 2009 - 2011 |

Education

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|--|-------------------------|
| The Game Assembly, Malmö, Sweden | Fall 2017 – Winter 2020 |
| <ul style="list-style-type: none">• Game Programming (550 yh-points) | |
| Malmö University, Malmö, Sweden | Fall 2014 – Summer 2017 |
| <ul style="list-style-type: none">• Bachelor of Science in Computer Science with specialization in Game Development, 180 credits | |

Computer and Technical Skills

Operating Systems

- Windows Vista, 7, 8, 10; Arch Linux, Ubuntu

Programming Languages

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|-----------------------------|----------------|
| • C#, C++ | - Expert |
| • MySQL, PHP, Lua | - Intermediate |
| • HTML, CSS, Lumen, Laravel | - 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. Decent knowledge in French.
- Scholarship for good cohesion within education, Malmö University 2016
- Finished 2nd in school's arcade machine competition