

CARL NORDHOLM

Game Programmer

CONTACT

Stockholm, Sweden

+46 73 268 2600

nordholm.carl@gmail.com

[linkedin.com/in/carl-nordholm/](https://www.linkedin.com/in/carl-nordholm/)

carlnordholm.com

SKILLS

C++, C#

Unity, Unreal Engine

Dear ImGui

PhysX

Visual Studio, VS Code

YouTrack, Taiga, Goodday

Perforce, Github

VR / AR Development

LANGUAGES

Swedish - Native

English - Professional

HOBBIES

Sailing

Video Games

3D Modeling

RELEASED GAMES

High Frontier 4 All

EDUCATION

Game Programmer

The Game Assembly (2022- 2025)

Higher Vocational Education

- Developed 8 game projects (6 using C++ inhouse engines, 2 using Unity) in multidisciplinary teams of around 13 members. Primarily created front end systems, gameplay and tools.
- Created C++ game engine using DirectX 11 API and ImGui for tool implementation.
- Specializing in gameplay and tools development.

Design- and Product Development

NTI Gymnasiet Odenplan (2019 - 2022)

High School

- Programming in C#.
- Basic 3D modeling and animation in Blender and Maya.

WORK EXPERIENCE

3D Model Designer

Marklinofsweden (2021 - 2023)

- Designed 3D-printable models that were featured and sold by the YouTuber Marklinofsweden.

Sailing Instructor

Scouts and Skeppsholsgården (2021 - Present)

- Working in different teams to teach sailing, strengthening collaboration, leadership, and communication skills.

Game programmer intern

Ion Game Design (2024 - 2025)

- Contributed to the development and maintenance of the game High Frontier 4, focusing on both back-end systems and front-end interface design.
- Enhanced critical networking systems, including the command system, to boost performance, and mainly increase reliability.