



Henrik Nyström

Game programmer

GOALS

My main goal is to create great games and software that will entertain people around the world.

SKILLS

C#

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Unity

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C++

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Unreal engine 4 & 5

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GitHub

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Rest API

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MongoDB

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LANGUAGES

Swedish – Native

English - Fluent

ABOUT ME

<TODO>

EDUCATIONS

Game programming • Forssbergsskola • 08-2020 – Ongoing
TBA

Technology program • Cybergymnasiet • 2012 – 2015

Programming 1 and 2:

Digital creating 1 and 2:

Animation 1: B

WORK EXPERIANCE

Store employee • Media Markt • 11-2018 – 01-2020

I mostly helped customer with their PCs, but I also worked with keeping the data section stocked, selling products and calibrating TVs.



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HENRIK NYSTRÖM

<TODO>



E-POST



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