



# Henrik Nyström

YRKE ELLER BRANSCH

## GOALS

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

## SKILLSET

C#



Unity engine



C++



Unreal engine 4 & 5



GitHub



ASP.NET Rest API



MongoDB



Firebase



## LANGUAGES

*Swedish – Native*

*English – Fluent*

## EDUCATIONS

### ***Game programming • Forsbergs skola • 08-2020 – Present***

- ✓ Creating modular and clean code.
- ✓ Programming in C#, C++ and blueprint.
- ✓ Developing games in Unity and Unreal engine 4 & 5.
- ✓ Working agile in small to larger teams with programmers, designers, sound and art students.
- ✓ Creating games for mobile and pc.
- ✓ Using source-control effectively with GitHub.
- ✓ Network and Async programming.
- ✓ Working test driven.
- ✓ Working with Rest APIs.
- ✓ Working with No-SQL databases (MongoDB and Firebase).

### ***Technology program • Cybergymnasiet • 2012 – 2015***

- ✓ Programming 1 and 2: D, C
- ✓ Digital creation 1 and 2: B, B
- ✓ 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 computer section stocked, selling products and calibrating TVs.



h.nystrom96@gmail.com



h-nystrom



h-nystrom.github.io



+46-762014901



henrik-nystrom

## STUDENT PROJECTS

---

### ***Fishing project • Solo • 1 Month***

Online multiplayer game I created in UE5. Most of the code is made in blueprint. Except the inventory, equipment and item system that is coded in C++ made to be easy to use and extendable with blueprints.

### ***Rest API with No-SQL database • Solo • 1 Month***

For this project I created a rest API with ASP.NET that reads/writes data from a MongoDB database. With a simple game client created in Unity that send web-requests to the API. The project was developed completely test driven using NUnit tests.

### ***Cred • Team • 1 Month***

Mobile 2d game created in Unity using C#.  
Pair programming the games semi-randomizing mission system. Implemented asset-streaming using addressables and helped out the other students when they got stuck.

### ***Packet loss • Team • Two days***

Game jam project created in Unity using C#.  
For this fun little project, I created the player controller, pick up and throwing system.



h.nystrom96@gmail.com



h-nystrom



h-nystrom.github.io



+46-762014901



henrik-nystrom