



# Henrik Nyström

Game programmer

## GOALS

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

## SKILLSET

### C#

More than 2 years

### Unity engine

More than 2 years

### GitHub

1 years

### C++

5 months

### Unreal engine 4 & 5

5 months

### ASP.NET

1 month

### MongoDB

1 month

### Firebase

1 month

## 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
- ✓ High school work:  
Programming a multiplayer paintball game in Unity.  
Team of three.

## 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.



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## STUDENT PROJECTS

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### ***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 • 3 weeks***

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

### ***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.



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