



Henrik Nyström

Game programmer

GOALS

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

SKILL SET

C#

More than 2 years

Unity engine

More than 2 years

GitHub

1 year

C++

5 months

Unreal engine 4 & 5

6 months

ASP.NET

1 month

MongoDB

1 month

Firebase

1 month

LANGUAGES

Swedish – Native

English – Fluent

EDUCATIONS

Game programming • Forsbergs skola • 2020-08 – Present

- ✓ Creating maintainable 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 with Unity, C# and Photon plugin in a team of three.

WORK EXPERIENCE

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

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

Fishing project • Solo • 1 Month

Online multiplayer game I created in UE5. Most of the code is made in blueprints. Apart from the inventory, equipment and item system that is coded in C++ made to be easy to use and extendable further 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 of 11 • 1 Month

Mobile 2d dress up game using Unity and C#.

Pair programmed the games semi-randomizing mission system.

Implemented asset-streaming using addressables and helped out the other students when they got stuck.

GAME JAMS

Packet loss • Team of 5 • 3 days

Host: Global Game Jam 2021

Technologies: Unity and C#.

Player controller, pick up and throwing system.

Ambulance simulator • Team of 2 • 2 days

Host: Forsbergs skolans Game Jam 2020

Technologies: Unity and C#.

Arcade car controller, score system and ui.



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