



Henrik Nyström

Game programmer

GOALS

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

SKILLSET

C#

●●●●●

Unity

●●●●●

C++

●●●●○

Unreal engine 4 & 5

●●●●○

GitHub

●●●●○

Rest API

●●●○○

MongoDB

●●●○○

ABOUT ME

I'm a highly ambitious game programming student with the aim of entering the games industry!

Taking responsibility is very important for me, so I always keep my work structured, the code clean; unit tested, modular and easy to use for other developers. I also keep my skillset up to date by researching new technologies and systems.

I'm social and love working in teams and have experience pair programming, working agile in a source-controlled environment using GitHub.

EDUCATIONS

Game programming • Forssbergsskola • 08-2020 – Ongoing
TBA

Technology program • Cybergymnasiet • 2012 – 2015
Programming 1 and 2: D, C
Digital creation 1 and 2: B, B
Animation 1: B

LANGUAGES

Swedish – Native
English - Fluent

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