



Henrik Nyström

Game programmer

GOALS

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

SKILLSET

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

I'm a highly ambitious game programming student with the aim of joining 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

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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