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 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 • 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 with Unity, C# and Photon plugin in a 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.

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 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
Theme: Lost and found
Technologies: Unity and C#.
Player controller, pick up and throwing system.

Ambulance simulator • Team of 2 • 2 days
Host: Forsbergs skolans Game Jam 2020
Theme: Virus
Technologies: Unity and C#.
Arcady car controller, score system and ui.