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CV

Henrik Nystrom

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Summary

I'm an ambitious and creative game programmer with a huge passion for games. I enjoy taking responsibilities, learning, working in a structured way and collaborating with others. I'm also very knowledgeable about how to write modular and object-oriented code and apply design patterns for new systems and game mechanics.

I've been involved in developing three games so far and released one vr-game for three platforms and I'm now looking for new exciting opportunities. During my work experience I've worked agile at a high pace with others.

I hope you're interested so I can introduce myself further.

Work experience

Game programmer | Filmic Studios | 2022-12 - 2025-03-31

Mutant boxing League: 2022-22 to 2024-06 , **Release dates:** [Meta store](#) 2023-12-21, [Steam](#) 2024-04-04, [PSN](#) 2025-02-19

Unreleased project: 2024-06 to 2025-03

Programs: Unreal engine 5, Rider, Visual Studio, GitHub, Git, Jira and Miro

Programming languages: C++ and Blueprint

Summary:

I worked on two games and had a leading programming role and main responsibility for the player, net-code, enemy AI, game-modes. Adding multiplatform support for online services and optimizations through asset management, code improvements and structure. Collecting data using Game analytics and much more.

I made sure to keep the code structured, clean and extendable for future changes. Kept most of the logic inside components and gameplay abilities and data inside data assets for asset management and making it easier for game designers to adjust values, adding new content and balancing the game.

Game programmer | Welevel GmtH | 2021-09 - 2022-10

Internship: 2021-09 to 2022-08

Employment: 2022-08 to 2022-10

Programs: Unreal engine 5, Rider, Visual studio, GitHub and Jira

Programming languages: C++ and Blueprint

Summary:

Implement new systems and functionality that works in multiplayer.

AI behaviours for animals and enemies, integrate plugins and systems, Utilising the asset manager with data assets and more.

Store employee | Media Markt | 2018-11 - 2020-01

Summary:

Sales, PC installations, TV calibration, morning startups and refills.

Education

Game programmer | Forsbergs skola | 2020-09 - 2022-10

Programs: Unreal engine 5, Unity, Rider, Visual studio, VSCode and GitHub

Programming languages: C++, Blueprint and C#

Technology program | Cybergymnasiet | 2012 - 2015

IT and media technology

Language

Swedish – native language

English – fluently