



Nicolas Risberg

Stockholm - 14 March 2021

Phone: +46761480018

Mail: nicolas.risberg@gmail.com

Portfolio: nicolas-risberg.github.io



CV

EDUCATION

2019-2022 **The Game Assembly**
thegameassembly.com

Advanced Diploma in Higher Vocational
Education in Game Programming

2016-2019 **Stockholm University**
su.se

Bachelor of Science Degree in Astronomy

SKILLS

●●●●○	C++	<i>I know the language well.</i>
●●●●○	Microsoft Visual Studio	<i>I handle this program effortlessly.</i>
●●●●○	Scrum	<i>I understand this concept well.</i>
●●●●○	Git, Git Bash	<i>I know the program/language well.</i>
●●●○○	C#	<i>Comfortable but inexperienced.</i>
●●●○○	Unity	<i>Comfortable but inexperienced.</i>
●●●○○	DirectX11	<i>Comfortable but inexperienced.</i>
●●●○○	Subversion, TortoiseSVN	<i>Comfortable but inexperienced.</i>
●●○○○	Python	<i>Very comfortable with the language in the past.</i>

EXPERIENCE

2020 TGA Student Union *Initial Board Member.*

EMPLOYMENT

2017-2018	Stockholm University	<i>Teaching Assistant - Supplemental Instruction.</i>
2016	Bauhaus & Co KB, Järfälla	<i>Substitute for Complaints Manager.</i>
2014-2016	G-Moving	<i>Express Worker.</i>
2012-2014	ICA	<i>Section Manager, Shop Assistant.</i>

LANGUAGE

Swedish	Native language
English	Full professional proficiency

INTERESTS

Dungeon Mastering, 5e
Voice Acting, Sound Design

References available upon request.



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COVER LETTER

Hello lovely people at Fatshark! My name is Nicolas Risberg, and this is my application for the Generalist Programmer role for the period of 2021-2022.

I am a big fan of the studio. Playing the exhilarating experience that is Warhammer: Vermintide 2 to relieve stress led me to my choice of specialization and it would make me very happy to find a spot on your upcoming Darktide title, which I am very much looking forward to.

I believe I am the perfect pick for you as I find all areas of game programming fascinating.

Having just graduated from The Game Assembly, I have worked in many areas of game development for small projects. What interests me the most right now is Render, Audio and UI programming, but I have also authored gameplay systems and other engine architectures.

I am self-motivated and curious, always eager to learn the finer details of how something works. When I problem solve, I always go about it in an analytical, careful fashion. This stems from my science background, where I discovered what it means to truly understand something, and the joy of exploration in general.

To me, the most important part of being a team player is empathy and openness, and I think this approach is key in my ability to cooperate with others. I own my mistakes and take every opportunity I can to learn from others.

Thank you for reading, I am looking forward to getting to know you better!