Simon Kramer
Gameplay Programmer

Portfolio: simon-m-kramer.github.io
linkedin.com/in/simon-m-kramer
kramer.simon.m@gmail.com
+49 172 7271 863
Malmö, Sweden

SKILLS

Programming
C++ / Unreal Engine
C# / Unity

Version Control
Perforce
Git

Technical Art / VFX
Maya
Houdini
Substance Designer
Embergen
Photoshop

Languages
German (Native)
English (Fluent)

PROFESSIONAL SUMMARY

Gameplay Programming student at Futuregames (C++/Unreal, C#/Unity) with a focus on animation systems, combat, and AI. Background in Architecture and VFX.

CURRENT EDUCATION

Futuregames Malmö | 2024–2026 | HVE Diploma in Game Programming
- Gameplay Programmer for C++ / Unreal Engine and C# / Unity
- LIA Internship: 30-week placement available 18 May – 25 Dec 2026

FEATURED PROJECTS

RPG Combat System | Unreal Engine (C++)
- Built a scalable combat framework using the Gameplay Ability System—handling attributes, Gameplay Effects (damage, buffs), state management (Gameplay Tags), and optimized VFX (Gameplay Cues).
- Implemented combo system with Animation Canceling and Animation Notifies for hit detection and combat timing.
- Utilized Linked Animation Layers and Animation Montages for modular character behaviors and animation state management.

Gameplay Plugins | Unreal Engine (C++)
- Stack-Based FSM: Ported a Finite State Machine from C# (Unity) to C++ (Unreal), redesigned as a composable UObject for use across any class type. Supports a baseline state with temporary states pushed onto the stack for prioritized execution.
- Math Utility: Created a modular C++ library for easing functions and common geometric operations used in gameplay calculations.

ADDITIONAL EDUCATION & EXPERIENCE

CGMA (Computer Graphics Master Academy) | 2022–2024
- Coursework: Realtime VFX for Games, Rigging for Games, Mechanical Rigging, Intro to Production Modeling

SAE Cologne | 2019–2022 | B.A. Visual Effects & Animation

Schmidt & Schmidt | Karlsruhe | 2018–2019 | CAD Technician

Leibniz University Hannover | 2013–2018 | B.Sc. Architecture