

# Simon Kramer

Gameplay Programmer

Portfolio: [simon-m-kramer.github.io](https://simon-m-kramer.github.io)

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Malmö, Sweden

## SKILLS

### Programming

C++ (Unreal Engine)

C# (Unity)

Python (Maya)

### Game Engines

Unreal Engine

Unity

### Version Control

Perforce

Git

### Technical Art / VFX

Maya

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)** | 2022-2023

- 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 Drafter

**Leibniz University Hannover** | 2013-2018 | B.Sc. Architecture