

Simon Kramer

Gameplay Programmer

For examples of my work, visit:

simon-m-kramer.github.io

Connect on **LinkedIn**, or at

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SKILLS

Programming

C++ (Unreal Engine)

C# (Unity)

Python (Maya)

Game Engines

Unreal Engine 5

Unity

Version Control

Perforce (P4V)

Git / Github

Technical Art / VFX

Maya

Substance Designer

Embergen

Photoshop

Languages

German (Native)

English (Fluent)

PROFESSIONAL SUMMARY

Gameplay Programmer specializing in C++ (Unreal Engine) and C# (Unity) with a professional background in Architecture and technical training in VFX.

CURRENT EDUCATION

Futuregames Malmö | 2024-2026 | HVE Diploma in Game Programming

- Gameplay Programmer for C++ / Unreal Engine and C# / Unity
- LIA Internship:** Available for 30 weeks starting **18 May 2026**.

FEATURED PROJECTS

RPG Combat System | Unreal Engine (C++)

- GAS Implementation:** Developed a scalable combat framework using the Gameplay Ability System (GAS) for core logic (attributes, state management via Gameplay Tags, optimized VFX with Gameplay Cues).
- Animation Systems:** Implemented advanced animation logic including Animation Canceling and Linked Anim Layers for modular character behaviors.

Action Stack & Math Utility Plugins | Unreal Engine (C++)

- Action Stack:** Ported a Finite State Machine (FSM) from C# (Unity) to C++ (Unreal Engine); refactored the interface architecture into a hierarchical UObject structure to improve code maintainability and streamline the developer workflow.
- Math Utility:** Created a modular C++ library to streamline common 3D gameplay and vector math calculations.

ADDITIONAL EDUCATION & EXPERIENCE

CGMA (Computer Graphics Master Academy) | 2022-2023

Professional Courses: 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