

Simon Kramer

Gameplay Programmer

For examples of my work, visit
simon-m-kramer.github.io

Connect on [LinkedIn](#), or at
kramer.simon.m@gmail.com

Skills

Software

Unreal Engine
Unity
Maya
Substance Designer
Embergen
Photoshop

Programming

C++
C#
Python
Git
Perforce

Languages

German (native)
English (fluent)

Education

Futuregames Malmö

Game Programming
Higher Vocational Education Diploma
2024-2026

CGMA

Realtime VFX for Games
Rigging for Games
Intro to Production Modeling
2022-2023

SAE Cologne

B. A. Visual Effects & Animation
2019-2022

Leibniz University Hannover

B. Sc. Architecture
2013-2018

Peking University

Language study travel in Peking
2012

Work

Schmidt & Schmidt | Karlsruhe

CAD Drafter
2018-2019