

Simon Kramer

Gameplay Programmer

For examples of my work, visit

<https://smk-13.github.io>

Connect on **LinkedIn**, or at

simonmaximiliankramer13@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

Mechanical Rigging

Rigging for Games

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