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

Simon Kramer

Gameplay Programmer

For examples of my work, visit
https://smk-13.github.io

+49 172 7271 863
simonmaximiliankramer13@gmail.com
Tåtplatsen 2, LGH 1352, 211 10 Malmö

GIANTS Software Entertainment GmbH
Nägelsbachstr. 33
91052 Erlangen
Germany

June 27, 2025

Dear Sir/Madam,

I'm a game programming student at Futuresgames Malmö looking for the opportunity to do a six-month internship starting from May 2026. This internship would be part of the education curriculum (LIA).

I have specialized in the Animation Programming and AI Simulations. I'm trained in Unreal Engine and Unity, the programming languages C++ and C#, as well as version control with Perforce. I've got the opportunity to work with Perforce several times during school internal team projects.

A recent project, I'm very proud of, is a free flow combat system inspired by the Batman Arkham game franchise. I have published a full breakdown on my homepage.

In the second half of my education, I've put my main focus on how to drive complex AI behavior with both Behavior Trees and GOAP. For all my games, I'm using a custom written implementation of a GOAP system. Together with the above-mentioned free flow combat system, they form the basis of all my game projects.

Before I moved into game programming, I acquired a B. A. in Visual Effects and Animation. Since animation programming requires proper authoring of animations, I believe to have edge over other candidates.

Thank you for considering my application. I would love the opportunity to discuss how my skills can contribute to your team. I am available for an interview at your earliest convenience.

Sincerely,

Simon Kramer