

# Simon Kramer

Gameplay Programmer

For examples of my work, visit  
**[simon-m-kramer.github.io](https://simon-m-kramer.github.io)**

Connect on **LinkedIn**, or at  
**[kramer.simon.m@gmail.com](mailto: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