

# Simon Kramer

Gameplay Programmer

Portfolio: [simon-m-kramer.github.io](https://simon-m-kramer.github.io)

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Malmö, Sweden

## 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: 30-week placement available 18 May - 25 Dec 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.
- Math Utility: Created a modular C++ library to streamline common gameplay and vector math calculations.

## ADDITIONAL EDUCATION & EXPERIENCE

**CGMA (Computer Graphics Master Academy)** | 2022-2023

- 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