

SIMON CARLSSON



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[LINKEDIN](#)



[Portfolio](#)

SKILLS

Languages

- C++
- C#

Software & Libraries

- DirectX 11
- Perforce
- Json
- Jolt

Engines

- Arinn engine (Custom engine)
- TGE (School's Custom engine)
- Unity
- Unreal Engine

LANGUAGES

- Swedish- Native
- English - Fluent

OTHER SKILLS

- B-Driving License
- Swedish Fencing Association Instructor

ABOUT ME

I find most programming interesting and like dabbling in different things to learn a bit of everything. Getting a new area to work and finding what is fun and cool with that area of programming is what really makes me want to keep working.

EDUCATION

The Game Assembly

2023-08 to Graduating 2026-04

The Programming course goes through everything from the basics of object-oriented programming and common programming patterns, to courses where we learn graphical programming, scripting and networking.

During this time we also completed 8 game projects together with the other departments in the school.

Solna Gymnasium

2015-08 to 2018-06

Child and Recreation, specialization Recreation and Health

WORK EXPERIENCE

Childcare assistant, Kindergarten (Åre kommun) 2019-08 to 2023-08

Managed groups of children between 1.5-6 years

Package logistics at Postnord

2018-05 to 2019-05

EXPERIENCE AND LEADERSHIP IN VOLUNTEER WORK

Coach in Fencing

2012 to 2023

Have been working as Head and Assistant coaches in Åre, Luleå and Ängby for children and adults