

RESUME - SIMON OLSSON

Contact

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Portfolio: <https://simon-olsson.com/#Contact-me>



SUMMARY

Currently advancing my skills in Unity and Unreal Engine, with knowledge in C# and C++, I am enthusiastic about expanding my knowledge and problem-solving abilities in game development. I am particularly interested in exploring AI programming and the gameplay features within games. In my previous projects, I have created several games using Unity and Unreal Engine.

SKILLS

Unity C# C++ MobileGame Development GamePlay Scripting Unreal Engine Shaders

EDUCATION

- | | |
|-----------|--|
| 2017-2020 | IT Program with a focus on Game Development
A three-year high school education at Ljud och Bildskolan in Helsingborg. |
| 2019 | Inventums Filmkollo
I have also participated in Inventum's Film Camp where I completed training in scriptwriting, dramaturgy, photography, workshops, film production, acting, directing, and night shoots during my time there. |
| 2023- | Game Programmer (Specialization)
Currently studying a two and a half years of vocational college education at Futuregames in Malmö. |

PROJECTS

- **Mandragora(Unity, PC)**
During my studies I Contributed to the “Mandragora” project by focusing on gameplay features such as player pickups, movement mechanics and overall coding in a collaborative group project. See more about the project in my portfolio .

- **Drain Dash(Unity, Mobile)**

During my studies I contributed to the "Drain Dash" project, specializing in gameplay mechanics involving scriptable objects, gameplay features like the boost system and debugging within a collaborative group project. See more about the project in my portfolio.

- **Bloom (Unreal Engine, PC)**

During my studies I made contributions to the "Bloom" project by focusing on gameplay mechanics like movement and spawner systems in a collaborative group project. See more about the project in my portfolio.

PREVIOUS WORK EXPERIENCE

- 2016-2018 **Abc Euro Soft AB**, Part-time employee
Production employee alongside my studies.
- 2020 **SydFrys Hyllinge**, On-call/temporary employee
Warehouse worker. Packaged crates for storage in the freezer room.
- 2020 **Pub Nessie**, Part-time employee
Dishwasher. Worked in the kitchen washing dishes and kitchen utensils, among other tasks.
- 2021 **ICA De Helsingborg**, Full-time summer substitute position
At the loading dock as a warehouse worker, tasks included retrieving RC cages filled with goods for loading onto trucks.
- 2022 **Hornbach Helsingborg**, Probationary employment at 75% capacity
Store clerk handling goods distribution and service desk duties, including distributing items to customers who have placed orders.
- 2022-2023 **Clas Ohlson Väla**, On-call/temporary employee
Retail associate tasked with duties including merchandise presentation and providing overall customer service in the store.

ADDITIONAL ACHIEVEMENTS AND LANGUAGES

Swedish: Native language

English: Fluent in speech and writing

Spanish: Basic understanding

Driver's License: B-license and access to a car

REFERENCES

Available upon request.