CARL NORDHOLM

Game Programmer

CONTACT

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SKILLS

C++, C#

Unity, Unreal Engine

Dear ImGui

PhysX

Visual Studio, VS Code

YouTrack, Taiga

Perforce

LANGUAGES

Swedish - Native

English - Professional

HOBBIES

Sailing

Video Games

3D Modeling

EDUCATION

Game Programmer

The Game Assembly (2022- Present)
Higher Vocational Education

- Developed 8 game projects (6 using C++ inhouse engines, 2 using Unity) in multidisciplinary teams of around 13 members. Primarly created front end systems, gameplay and tools.
- Created C++ game engine using DirectX 11 API and ImGui for tool implementation.
- Specializing in gameplay and tools development.

Design- and Product Development

NTI Gymnasiet Odenplan (2019 - 2022)
High School

- Programming in C#.
- Basic 3D modeling and animation in Blender and Maya.

WORK EXPERIENCE

3D Model Designer

Marklinofsweden (2021 - 2023)

- Created models for 3D printing used and sold by the Youtuber Marklinofsweden.