



CV Programmer



Contact information

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[Education]

- 2018-08 - Ongoing **Programmer, The Game Assembly**, Malmö, Game Development
- 2017-08 - 2018-05 **Programmer, University of Skövde**, Skövde, Game Development
- 2005-01 - 2005-06 **College for adult education**, Norrköping
Complementary courses, math and physics
- 2002-06 - 2004-06 **Advanced Vocational Education**, "Virtual Modeling", Åtvidaberg
A mix of web development, 3d-modeling and programming.
- 2001-06 - 2002-04 **Military Service**, Skövde
- 1998-08 - 2001-06 **High school diploma**, Norrköping, Ebersteinska

[Work life experience]

- 2005-08 - 2017-06 **Korps Hantverksbod**, Söderköping, www.korps.se
The company sells materials and goods for handicrafting, LARP and historical recreations.
I started out as a craftsman (leatherworking) and salesman, selling their goods at medieval fairs. The company gradually expanded and eventually started selling more and more goods online, at which point I started working more and more with their webshop. At the end I was responsible for the webshop and mail order department.

[Skills and software]

C++, C#, Visual Basic, HTML/CSS
Visual Studio, Unity

[Other]

2003, 2004

Arranged two Medieval fairs in Norrköping

Drivers licence - B

Historical European Martial Arts - Longsword, dagger, unarmed

Handicraft - Historical sewing and leatherworking

[Languages]

Swedish - Fluent

English - Fluent

References available upon request