

# Martin Carlsson

Game Programmer

## EDUCATION

### The Game Assembly (Game Programming), Stockholm

Higher vocational education | August 2023 - April 2026

- Developed Custom Game Engine (Arinn Engine)
- 8 game projects in multidisciplinary teams across Unity, TGE (school engine) and our own Arinn Engine
- individual courses: c++, linear algebra, data structures, graphics programming (DX11), AI, networking, scripting and more.

### NTI (Programming 1), Stockholm

August 2023 - August 2023

- Learned the basics of coding in C#

### Påhlmans Gymnasium (Social Science Program, specializing in Society), Stockholm

High school | August 2016 - June 2019

- Social science program, specialization society
- Created and ran an UF company. Its a youth company as a course that allows students to get an insight on how to create and run a company.

## WORK EXPERIENCE

### Fungerande Flytt (Mover), Stockholm

April 2022 - October 2022

I drove and packed a light truck. I wrapped goods to protect them and then packed them into moving boxes, moved household items and businesses, and unloaded at recycling centers. On a few occasions, I did heavy lifting using lifting straps.

### Glansmark Entreprenad AB (Team Member), Stockholm

July 2020 - July 2020

I worked for Atea Sweden AB, which was renovating its office. We connected computers, carried monitors, set up height-adjustable desks, and organized cables.

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[LinkedIn](#)

[Portfolio](#)

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115 38 Stockholm

## SOFTWARE SKILLS

Unity Engine

C++

C#

JSON

DirectX 11

perforce

Agile Development

Custom Engine

## LANGUAGES

Swedish (Native)

English (Proficient)

## OTHER SKILLS

Driver's license (automatic)

UF (student company)

Fast-track leadership course