

Martin Carlsson

Game Programmer

Kampementsgatan 38
115 38 Stockholm
(+46) 70-090 45 47
m.carlsson.mail@gmail.com
LinkedIn
[carlssonmartin.com](https://www.linkedin.com/company/carlssonmartin.com)

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

Green Leap Games (Intern), Stockholm

August 2025 - April 2026

I Worked across multiple areas of development on an unreleased mobile game as part of a small, close-knit team. Contributions included implementing gameplay features, writing custom shaders, building internal tools to streamline the team's workflow, integrating audio, and optimizing performance for mobile devices. Gained hands-on experience in a fast paced production environment, collaborating closely with artists, and programmers.

SOFTWARE SKILLS

Unity Engine

C++

C#

JSON

DirectX 11

perforce

github

Agile Development

Custom Engine

LANGUAGES

Swedish (Native)

English (Proficient)

OTHER SKILLS

Driver's license (automatic)

UF (Student company)

Fast track leadership course