

DAVID NILSSON

ENGINE & GAMEPLAY
PROGRAMMER



EDUCATION

TGA - GAME PROGRAMMING

The Game Assembly, 2022 - Present
C++, DX11, HLSL, Scrum, 8 team projects,
Unity, Multi-threading

GAME DEVELOPMENT

Malmö University, 2018 - 2021
C#, Unity, DX11, C++, SQL, Multi-threading,
Agile development





WORKLIFE

TRAFFIC GUARD / FLAGMAN

Signalvakter Syd AB / Hill & Smith Holdings PLC
2014 - 2018 (-4 years)

Controlling traffic, assisting road work
Working with many very different personalities
Long days, uneven working hours

LANGUAGES

-  Swedish - Mother tongue, fluent
-  English - Confident fluent
-  German - Elementary
-  Ukrainian - Basic

OTHER

Driver's license - Körkort B
Impfiltration game nominated for best mobile
game award during Swedish Game Awards
Interested in voice acting. Voice acted in some
personal projects



(+46) 73-072-15-27



Malmö, Sweden



b.d.a.nilsson@live.se



davidnilsson.se

ABOUT ME

I am an ambitious student at The Game Assembly in Malmö just about to finish the last term. I love making and playing games. Working in teams and communicating between different parts of the team is just one of my strengths. I enjoy helping people out whenever they need it and strive to leave a positive impact on any team.

SKILLS

C#	Intermediate	
C++	Intermediate+	
Unity	Fairly experienced	
Visual Studio	Very familiar	
Scrum	Very familiar	
Excel	Some experience	
SQL	Some experience	
DirectX 11	Intermediate	
HLSL	Some experience	
Teamwork	Very good	
Communication	Very good	
Perforce	Experienced	

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