



Grimm Svenkerud

Game Programmer

CONTACT

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Stockholm, Sweden

SOFTWARE SKILLS

C++	Unreal Engine
C#	Unity
Perforce	Sourcetree
Git Desktop	xNode

LANGUAGES

Swedish (Native)
English (Fluent)

REFERENCES

Isak Martinsson, Killmonday Games
isak@killmondaygames.com

WORK EXPERIENCE

Game Programmer Intern, Killmonday Games

Hedemora (Remote) | 2021 May - 2021 December

- Worked with creating AI with xNode in Unity. Created AI using regular C# as well.
- Started working on a tweening library to facilitate the UI.
- Made a minigame by working closely with the designers and following their game design document.

Board member & leader, Enskede Scoutkår

Enskede | 2016 August- Present

- As a scout leader, I held activities for kids between 9-11 years old teaching them about wildlife and social life. Worked with a great team of other leaders, planned meetings for the kids, learned about teamwork and taking responsibility.
- Since 2020, I'm also a member of the scout groups board, where my responsibility includes management of material, IT-support and managing Enskede Scoutkår's website.

Store clerk, Hemköp

Skarpnäck | 2018 July - present

- Working mainly nights and closing shifts as a cashier, and in the store's deli counter as well as a stock clerk.

EDUCATION

Game Programming, Futuregames

Stockholm | 2019 August - 2021 December

- A Higher Vocational Education School teaching different areas within game development. Our course focuses on game programming with people from the industry as teachers.

GAME PROJECTS

Fruit Knight (2 weeks in Unity)

- My first game project at Futuregames. I worked on making a map generator so the designers or players could make their own custom maps by just writing a simple txt-file.

Bahari (4 weeks in Unreal)

- My second project at Futuregames, but my first project using Unreal and C++/Blueprint. Learned how to closely work with designers and to write C++. I worked on of the gameplay mechanics and other technical aspects.
- This game was also featured at [Play20](#).

Fragment (7 weeks in Unity)

- My third project at Futuregames. This was my favourite project during my time at the school.
- I worked on the camera, AI, sound and UI. I got to work on many different aspects of the game, and I liked that type of work. Supported my teammates with their technical difficulties.