

NILS MÅRTENSSON

SKILLS

C++	The main language used during my studies
C#	Used during my time at flashbulb games as well as The Game Assembly
Unity	Used during my time at flashbulb games as well as The Game Assembly
Perforce	Used for version control at The Game Assembly
Jira/Youtrack	Used during both my time at Flashbulb Games and TGA
DirectX 11	The main rendering API used during my studies
Premake	Used it to set up projects during my second year at The Game Assembly
Github	Used for version control at BTH and Personal projects
PhysX	Used as the main physics library on my later projects at TGA
Visual Studio	The main IDE i have used

REFERENCES

- Martin (Lead) - martin@flashbulbgames.com
- Jonas (Mentor) - jonas@flashbulbgames.com

LANGUAGES

- Swedish - Native
- English - Fluent
- German - Intermediate/Native

CONTACT ME

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SUMMARY

I'm finished with my studies and looking to continue my journey in the Games Industry. I look forward to continue developing my skills and contributing towards an experience and game players will love.

EDUCATION HIGHLIGHTS

Game Programming, The Game Assembly, Malmö - Higher Vocational Education

2023- 2026

- 7 month Internship at Flashbulb Games
- 7 completed group game projects
- Specialization in real-time destruction with the PhysX Blast API
- Created my own game engine and script editor
- Created a Animation State Editor Tool
- Integration of PhysX

Game Programming, Blekinge Institute of Technology

2020- ~~Canceled~~ 2023

- Usability and Introduction to Design (elective course)
- Small game project

WORK EXPERIENCE HIGHLIGHTS

Flashbulb Games

Internship 1/9 2025 - 10/4 2026

Worked on Trailmakers 2.2 - 2.4 updates.

Work on a live project with a great and dedicated team.

Planing and implementation of systems as well as working in a large project.

Development of tools for Artists and Designers.

Documentation of systems.

Malmö City

Summer 2024

Scheduled and Task based work with both independent rounds as well as collaborative rounds or tasks.

Upzone Åhus

Summer 2023

Developed my skills to work in small teams where attention to the surroundings was a key focus