

NILS MÅRTENSSON

SKILLS

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

LANGUAGES

- Swedish - Native
- English - Fluent
- German - Passive/Out of Practice

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

Work in a live product environment with a large project. with direct communication with Artists and Designer to Implement features and systems
How to handle Tech-debt

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