

# NILS MÅRTENSSON

## SKILLS

Microsoft Office	I´m familiar with Teams, Excel and other office programs
C++	The main language used during my studies
Visual Studio	The main IDE i have used
HLSL	Shader language used during my studies
DirectX 11	The main API used during my studies so I´m somewhat familiar with it
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 first 2 Projects at The Game Assembly
Unity	Used during my first 2 Projects at The Game Assembly
Github	Used for version control at BTH and Personal projects
PhysX	I´m familiar with the API

## LANGUAGES

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

## CONTACT ME

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## SUMMARY

Game Programming student at The Game Assembly - Looking for an internship between September 2025 - April 2026

I´m comfortable with all areas but Engine and Tools have been my main focus during my second year at The Game Assembly

## EDUCATION HIGHLIGHTS

### **Game Programming, The Game Assembly, Malmö - Higher Vocational Education** *2023- ongoing*

- So far, 6 soon to be 7 completed group game projects
- Specialization in real-time destruction with the PhysX Blast API
- Created my own game engine and script editor
- Integration of PhysX

### **Spelprogrammering Blekinge Tekniska Högskola - University** *2020- Canceled 2023*

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

### **Technical program at Ystad Gymnasium with a focus on Programming** *2017-2020*

- Programming 2 (elective course)
- English 7 (elective course)
- Ran a UF company
- Entrepreneurship (elective course)

## WORK EXPERIENCE HIGHLIGHTS

### **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