

Robin Ortryd

Entry Level Programmer



Game Projects:

Cubalingus, FutureGames

Aug 2020 - Sep 2020

- Unreal.
- Four weeks.
- Nine team members.
- Puzzle game.

Pok'our, FutureGames

Feb 2020 - Mar 2020

- Unreal.
- Four weeks.
- Twelve team members.
- Fast paced platformer.

And then jack woke up, FutureGames

May 2020 - June 2020

- Unity.
- Eight weeks.
- Nine team members.
- Narrative walking simulator.

Project: Brawl, FutureGames

Aug 2020 - Sep 2020

- Unity.
- Two weeks.
- Five team members.
- Competitive brawl game.

Education:

Aug 2019 -

Game programming FutureGames

- General programming
- Working in teams with other programmers and with other disciplines within game development.
- Developing game projects.
- Learn different game engines.

Jan 2019 - Jun 2019

Web development LTH, Programming with C# Malmö Universitet

- General programming using C#.
- Basic web development with a lot of focus on availability.

Oct 2018 - Dec 2018

Programming 1 & 2 Jensen Komvux

- Basic programming using Java.

Oct 2018 - Dec 2018

Social Economics Programme Cybergymnasiet Kvarnholmen

- Upper secondary studies in economics.

Work experience:

Jun 2015 – May 2018 Merchant Pressbyrån Solna Centrum T-bana

- Had my own convenience store under my own company.
- Had my own employees.
- Ran the store for three years.
- Turned the store from a loss to a profit.
- Said no to a new contract for running it another three years.

May 2003 – May 2015 Clerk, ICA Supermarket Sundbyberg

- Started when I was 14 and quit when I was 26.
- Had a lot of different positions within the store, as for example evening manager, checkout manager and was in the management team.
- Held staff meetings.
- Assisted with the internet store

Courses:

2012: Sellcourse, ICA-skolan
2014: Effective leader training, ICA-skolan
2015: KMI(Merchant introduction) Steg 1-2
2016: KMI Steg 3
2017: LUST(Leadership, Growth, Service, Team)

Languages:

Svenska, modersmål
Engelska, professionella kunskaper.

Programming languages:

C#, C++, Java, JavaScript, HTML, CSS, PHP, React, SQL, MongoDB

Game engines:

Unity, Unreal, SDL

References

Will be given upon request.