



Grimm Svenkerud

Programmer

CONTACT

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Stockholm, Sweden

SOFTWARE SKILLS

C++

C#

Unreal Engine

Unity

Perforce

Sourcetree

Git Desktop

LANGUAGES

Swedish (Native)

English (Fluent)

EDUCATION

Game Programming, Futuregames

Stockholm | 2019 August - Present

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

WORK EXPERIENCE

Store Clerk, Hemköp

Skarpnäck | 2018 July - Present

- Working mainly night/closing shift as a cashier, but occasionally jumps in as an extra worker in the store's deli counter or as a stock clerk.

Board member & Leader, Enskede Scoutkår

Enskede | 2016 August- Present

- Started as a scout leader in 2016, had activities with kids between 9-11 y/old teaching them different stuff about wildlife and social life. Worked with a great team of other leaders, planned different meetings for the kids on my own. Learnt about teamwork and taking responsibilities.
- 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.

GAME PROJECTS

Fruit Knight (2 weeks in Unity)

- My first game project at Futuregames. During this project, 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. Learnt how to closely work with designers and to write some C++. I worked on of the game's gameplay mechanics and other technical stuff.
- 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. I also helped my teammates who had some technical difficulties now and then.

Hand of Creation (4 weeks in Unreal)

- My fourth project in Futuregames.
- In this project, our class was called in to help the spring class who didn't have any programmers.
- I did some gameplay mechanics.