

# SIMON ÖSTMAN

GAME PROGRAMMER

## CONTACT

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[LinkedIn](#)

[Portfolio](#)

## KEY SKILLS

- C++
- C#
- Perforce
- Scrum
- Jira/YouTrack
- Unity
- Unreal Engine
- Custom engine
- Github
- Visual Studio

## GOALS

### Short Term

- Improve my skills as a programmer
- Be in a work environment where I can thrive

### Long term

- Create games I can be proud of
- Take a leading role in Game Development

## LANGUAGES

- Swedish (Native)
- English (Fluent)



## PROFILE

- 15+ years of table top RPG game master experience
- Game jams
- Baking
- Work well in teams and in stressful environments
- Favourite games: Final Fantasy VII and Europa Universalis



## EDUCATION



### The Game Assembly

2024 - ONGOING

Higher Vocational Education, Programming

- During time at TGE I have completed several cross-disciplinary game projects using an agile work flow that I am very proud of.
- I have gone from a novice programmer to being able to create custom tools and working on our custom game engine for game development.



### Uppsala University

2018 - 2021

Bachelor's degree, Game and Interactive Media Design

- Studied Game Design in both theory and practice.
- Created interdisciplinary game projects using an agile work flow.
- The projects I am the most proud of from my time here are Of the Sky and Fire Tires and also my thesis on narrative paradoxes.

### Christopher Polhem Gymnasium

2009 - 2012

High School diploma, Technical: Programming



## EXPERIENCE



### Ichigoichie (151A) game studio

2021 - 2022

Internship, Generalist Production Assistant

- My role included an extensive amount of QA testing, handling internal and external playtests, marketing, and developing community presence.



### Creperie & Logi

2022 - 2024

Restaurant Manager