


---

# SIMON CARLSSON

---

 [CARLSSON.SIMON@GMAIL.COM](mailto:CARLSSON.SIMON@GMAIL.COM)

 +46 (0) 70-579 72 74

 [LINKEDIN](#)

 [Portfolio](#)

---

## SKILLS

---

### Languages

- C++
- C#

### Software & Libraries

- DirectX 11
- Perforce
- Json
- Jolt

### Engines

- Arinn engine (Custom engine)
  - TGE (School's Custom engine)
  - Unity
  - Unreal Engine
- 

## LANGUAGES

---

- Swedish- Native
  - English - Fluent
- 

## OTHER SKILLS

---

- B-Driving License
  - Swedish Fencing Association  
Instructor
- 

---

## ABOUT ME

---

I find most programming interesting and like dabbling in different things to learn a bit of everything. Getting a new area to work and finding what is fun and cool with that area of programming is what really makes me want to keep working.

---

## WORK EXPERIENCE

---

**Game Programmer, LIA, Björn Ottosson AB**      **2025-09 to 2026-04**  
Worked on Island architect as a game programmer / designer.

**Childcare assistant, Kindergarten (Åre kommun)** **2019-08 to 2023-08**  
Managed groups of children between 1.5-6 years

**Package logistics at Postnord**      **2018-05 to 2019-05**

---

## EDUCATION

---

**The Game Assembly**      **2023-08 to Graduating 2026-04**

The Programming course goes through everything from the basics of object-oriented programming and common programming patterns, to courses where we learn graphical programming, scripting and networking.

During this time we also completed 8 game projects together with the other departments in the school.

**Solna Gymnasium**      **2015-08 to 2018-06**

Child and Recreation, specialization Recreation and Health

---

## EXPERIENCE AND LEADERSHIP IN VOLUNTEER WORK

---

**Coach in Fencing**      **2012 to 2023**

Have been working as Head and Assistant coaches in Åre, Luleå and Ängby for children and adults