

Christoffer Persson

Game Programmer

Innovative Programmer with C# and C++ experience and clean coding skills. Knowledgeable about full game lifecycle and version control systems. Collaborates with interdisciplinary teams with good communication skills, leadership and teamwork to create exceptional products.

Contact



Malmö, 21552



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Skills:

- Teaching, tutoring and counseling
- Learning style assessment
- Behavior modification
- Student assessment and achievement
- Mathematics
- HTML 5
- Python
- Computer and network technology
- Entrepreneurship
- Music and Music production
- Unity
- Leadership
- Technical English
- CSS 3
- C#
- C++
- Unreal Engine
- Team player
- Cross-platform testing
- Problem-solving

Job Experiences

Teacher and Mentor

Mathivation - Malmö, Sweden

2019 - Present

- I hold a presentation for an entire year group about who we are on Mathivation and why it is good to know mathematics
- I hold a lesson where the point is that the students do not understand anything of what is written on the board and it should feel impossible to solve
- But at the end of the lesson the point is that the students solve that which felt very impossible with ease
- Me and my colleges teach a highschool class of how you hold a lesson for other students
- We then travel to another school where the highschool class hold the lesson for a middle school class
- I am also a mentor for the new employees where I explain and guide them how the practical things work in Mathivation.

Temporary Summer Job

Stena Fastigheter - Malmö, Sweden

July 2019 - August 2019

- Community work around the properties owned by Stena Fastigheter
- Work such as painting walls, removing overgrown weeds around plants, replacing old trash cans with new ones and moving unwanted items into a container such as a piano or broken furniture.

Temporary Summer Job

Allaktivitetshuset - Malmö, Sweden

June 2018 - August 2018

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Languages:

- **Swedish - Professional working proficiency**
- **English - Professional working proficiency**
- **Hungarian - Native**

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Links:

- [My Website](#)
- [GitHub](#)
- [LinkedIn](#)

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Hobbies:

- **Playing Football**
- **Watching Football**
- **Play Video Games**
- **Watch Movies and Series**
- **Programming**
- **Work out**

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Game Projects:

- **Unity Course project**
- **Diploma project TE**
- **Game project 1 at FutureGames**
- **Game project 2 at FutureGames**
- **Game project 3 at FutureGames**

- I took part in excursions and events organized by Allaktivitetshuset where I had to help with various tasks such as cooking and cleaning as well as various activities for children and young people
- When Allaktivitetshuset organized an event in gubbabacken, I got to grill sausages and I also helped with various activities during the event
- I was also involved in cleaning up after the event
- When Allaktivitetshuset went on trips to Halmstad Äventyrsländ and Skånes Djurpark, I got to help with various activities for children and young people.

Education

Game Programmer

*Futuregames Yrkeshögskola - Malmö, Sweden
2023 - Graduation year 2025*

- Coursework in C# - Unity, Data Structures and Algorithms, 3D and Shader Programming, Network programming, Artificial Intelligence
- Coursework in C++ - Unreal Engine, Game programming with C++, 3D and Shader Programming

Information- and media technology

*Pauli Gymnasium - Malmö, Sweden
2019 - 2022*

- Architecture 1, Computers and network technology, English 5 and 6, Entrepreneurship, Physics 1, History 1, Physical education and health 1, Chemistry 1, Music 1, Music production 1, Religion 1, Social Studies 1, Technology 1, Programming 1 and 2, Web development 1, Python 1, C#, Unity game engine, CSS, HTML, Java script, CAD 1 and 2, Mathematics 1c, 2c and 3c

Elementary School

*Hermodsdalsskolan - Malmö, Sweden
2010 - 2019*

- Elementary School
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