

Thomas Holtz

Game Programmer Student

Education

The Game Assembly, Malmö

Game Programmer | 2022 – 2025

Vocational education in game programming emphasizes the practical application of industry-relevant knowledge.

Lunds University, Helsingborg

Computer Science and Engineering | 2021 – 2022

Computer Science and engineering programme with a focus on computer systems, both software and hardware

LBS, Helsingborg

Game Programmer | 2018– 2021

Technology programme with focus on development. Focus on programming and teambuilding

Work Experience

Helsingborg Municipality, Helsingborg

Home Care | Summer 2022

As a home care worker, I provided nursing and service activities based on the needs of the residents. It consisted of medication, personal hygiene, preparation of meals, cleaning and socializing. The job required good time management, being able to follow strict routines and treating clients with consideration and respect.

Contact Info

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Skills

- **C++**
 - My main programming language
- **C#**
 - 4+ years of experience
- **Unity**
- **DirectX11**
- **SCRUM**

Languages

- Swedish - Native language
- English - Fluent
- Danish - Very good