



# MARTIN OHLSSON

Game Programmer

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## WORK EXPERIENCE (selection)

**Guest lecturer, Mentor, Animationsakademien**  
2022 - present | Stockholm, Sweden

**Guest lecturer, Folkuniversitetet**  
2020 - present | Stockholm, Sweden

**Animator, Freelance**  
2018 - 2021 | Stockholm, Sweden

## SKILLS

Development

Other

|     |         |             |
|-----|---------|-------------|
| C#  | Unity   | Blender     |
| C++ | Unreal  | Adobe Suite |
|     | SDL*    | Ableton     |
|     | OpenGL* |             |

\* less than 6 months

## TOOLS

Jira, Miro  
Git, Perforce  
Scrum

## EDUCATION

**FutureGames, Higher Vocational Education**  
*Diploma, Game Programming*  
2021 - present | Stockholm, Sweden

**Animationsakademien, Arts and Culture - post-secondary level, Animation**  
2016 - 2018 | Stockholm, Sweden

**Konstskolan Basis, Arts and Culture - post-secondary level, Traditional art**  
2015 - 2016 | Stockholm, Sweden

**Stockholm University, Social anthropology**  
2015 | Stockholm, Sweden

## PROJECTS (selection)

2022 | **No More Monkey Business**, C++, UE4  
**7 weeks**, during my education at FutureGames.

2021 | **MOVR**, C#, Unity | *SGA GOTY nominee*  
**4 weeks**, during my education at FutureGames.

2020-2021 | **Dino Deluxe** | Animation  
**5 months**, Freelance, SF Studios, C More

2019-2020 | **Saga Sagor** | Animation | *Kristallen nominee*  
**6 months**, Freelance, SF Studios, Viaplay