



NILS HANSSON

GRAPHICS PROGRAMMER

Newly graduated student currently enjoying exploring directx12 and NanoVDB while searching for a internship between August 2024 - April 2025.

CONTACT

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SKILLS

- Proficiency

- C++
- DirX11
- Unity
- C#
- Scrum
- Perforce
- Unreal engine



LANGUAGES

- English (Fluent)
- Swedish (Fluent)

EDUCATION

2022 - 2025

TGA, Malmö

- Full time game programming school.
- 8 game projects working cross-disciplinary with other disciplines.

2018 - 2021

Malmö university

- Bachelor in Computer Science with specialization in Game Development

2014 - 2015

Normal community high school, Illinois(USA)

- Exchange student

2012 - 2016

Spyken Highschool, Lund

- Natural sciences with specialization in music

WORK EXPERIENCE

Mark kompaniet, Eslöv

March - August 2022

Green area maintenance

- Drove around the watertank car to different sites where we had planted new vegetation that needed watering.

Au pair, California(USA)

2017 - 2018

Culture care au pair

- Worked as an au pair where I took care of 3 children and drove them around to their different activities.

Håstad School, Lund

2016 - 2017

Teacher assistant

- Worked as an assistant and helped overseeing a child with ADHD