
Oliver Nyholm

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🏠 Malmö, Sweden



Education

The Game Assembly, Malmö, Sweden

Fall 2017 – Spring 2020

Game Programming (550 YH-points). Participated in eight game projects creating games together with other disciplines. Four games created in own game engine.

Malmö University, Malmö, Sweden

Fall 2014 – Summer 2017

Bachelor of Science in Computer Science with specialization in Game Development, 180 credits. Bachelor's thesis on Procedural Content Generation with genetic algorithm.

Work Experience

Massive Entertainment • Internship

Autumn 2019-Spring 2020

Programmed on the NPC team and participated in the creation and launching of the expansion to Tom Clancy's The Division 2, Warlords of New York.

Åland Sailing Robots • Internship

Summer 2016

Worked on creating a new navigation algorithm for robot boat in C++ and participated in refactoring system to message based.

Nya Åland, News agency • Journalist, Photographer

2012 - 2015

Computer and Technical Skills

Programming Languages

C++, C#	●	●	●	●	○
Lua, Squirrel	●	●	●	○	○
MySQL, Java	●	●	○	○	○
HTML, CSS, Lumen, Laravel, PHP	●	○	○	○	○

Game Engines

Unity,	●	●	●	●	○
Unreal Engine 4, Love2D	●	●	○	○	○

Other

Jira, Git, SVN, Maya, Scrum,

Other

Volunteer for Nordic Game Conference 2017-2019

Fluent in Swedish, English, Finnish. Intermediate knowledge in French.

Scholarship for good cohesion within education, Malmö University 2016

Finished 2nd in Malmö University's arcade machine competition