

Andreas Nylund

Hurtigs gata 31 • 754 39 Uppsala, Sweden
(M) +46 (0) 72-329 72 05 • Andreas-Nylund@live.com

Personal characteristics:

Accurate • Ambitious • Punctual • Reliable • Creative • Social • Technology Interested

Education :

2014-2017 **3-year Technical program** - Specialization Information and media technology
Forsmarks School

2017-2018 **4th Technical year**- Technical program - "Teknik 4:an",
Forsmarks School

2018 **4th year Internship**
The fourth technical year include is a 12 week internship
Which I did at Forsmark's nuclear power plant.

2019 - **Game Programming - the Game Assembly - Kista**
2.5 -year education training for programmers of commercial computer games.

Game programmer at The Game Assembly is an education that teaches C ++ with a curriculum
written by game developers from the industry.

The education begins with the basics of C ++ and theoretical programming and ends with ad-
vanced programming.

Work 's life experience

2013 **IT department** at Celsiusskolan in Uppsala, as **IT assistant** (Summer job)

Responsibility : Collect and make the list of submitted student computers.

Prepare these for new students. The work also included reformatting the computers and adding
new "images" to the new old and also completely new computers.

2014 **IT department** at Celsiusskolan in Uppsala, as **IT assistant** (Summer job)

Responsibility: Collect and make the list of submitted student computers.

Prepare these for new students. The work also included reformatting the computers and adding
new "images" to the new old and also completely new computers.

Andreas Nylund

Hurtigs gata 31 • 754 39 Uppsala, Sweden
(M) +46 (0) 72-329 72 05 • Andreas-Nylund@live.com

2015 **IT department** at Celsiusskolan in Uppsala, as **IT assistant** (Summer job)

Responsibility: Collect and make the list of submitted student computers.

Prepare these for new students. The work also included reformatting the computers and adding new "images" to the new old and also completely new computers.

2016 **Summer job at Forsmark's school**

Tasks: To prepare the school and the school premises for the new school year .

The work involved preparing classrooms, technical systems, the internal and external environment as well as common rooms in collaboration with the caretaker.

Competencies:

Unity	Good Understanding
C #	Good Understanding
C ++	Extended experience
Project management	Working experience

Languages:

Swedish	Mothertongue
English	Fluent

References :

Qrikko Lindström , Educator, Game Assembly Kista

Johan Thun, teacher at Forsmark's school

Ronney Sahlberg, IT manager at Celsius School in Uppsala, 018-727 00 00
