

# Andy Stråhed

Gameplay and UI

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## EDUCATION

### **The Game Assembly, Malmö Sweden – *Game Programmer***

September 2018 – ONGOING

Advanced Diploma in Higher Vocational Educational in Game Programming

The Game Assembly is regarded as one of the best game development schools in the world.

Here i've made 8 group projects, 4 of which are made in my groups own engine which is completely data driven with focus on scripting.

### **Ystad Gymnasium, Ystad Sweden – *Highschool education in Technical Science***

August 2014 - June 2017

Highschool education specializing in technical science and programming.

In this school I created my first game with a team of 2 other people.

## EXPERIENCE

### **Nordic Games Conference, Malmö Sweden**

2019

Volunteered for a week in a auditorium.

## SKILLS

Foremost:

C++

Gameplay programming

Proficient:

UI

Audio programming

Scripting

Familiar:

Animation programming

Lua

Java

Unreal

Unity

C#

## LANGUAGE

English

Swedish