ALEXANDER REUTER

Contact details

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Skills

- Unreal Engine
- Unity
- C++
- C#
- Java
- Python
- Rust
- SDL
- Perforce & Github
- Communication and team collaboration

Languages

- Swedish (Native)
- English (Fluent)

Other Experiences

- Nordic Games Volunteer (2024)
- CS50 Harvard

EDUCATION

FUTUREGAMES MALMÖ   **Sep 2023 – Dec 2025**
HIGHER VOCATIONAL EDUCATION IN GAME PROGRAMMING

◇ Specialize in Gameplay and AI

MALMÖ UNIVERSITY   **Jan 2023 – Jun 2023**
7.5 CREDITS - PROGRAMMING IN C#

LULEÅ UNIVERSITY   **Jan 2023 – Jun 2023**
7.5 CREDITS - PROGRAMMING IN JAVA

MALMÖ UNIVERSITY   **Jan 2018 – Jun 2021**
180 CREDITS - REAL ESTATE MANAGEMENT

HIGH PROFIENCY

UNREAL ENGINE
◇ The engine I worked with the most, including the two longest game projects and my specialization projects.

UNITY
◇ The first engine I used for game programming. Worked on two game projects and had several courses with it at Futuregames.

C++
◇ Most courses at Futuregames were in C++. It's the language I'm most comfortable with.

C#
◇ Worked with at both Uni and Futuregames, including several courses and two game projects.

TEAMWORK WITH OTHER DISCIPLINES
◇ Both Futuregames and working at Hyresgästförening have given me plenty of experience working in teams and with other disciplines. Through this I understand how important good communication and a positive team environment are for successful projects.

WORK EXPERIENCE

HYRESGÄSTFÖRENINGEN   **Sep 2021 – Sep 2023**
NEGOTIATIONS CASE OFFICER

HYRESGÄSTFÖRENINGEN   **Nov 2019 – Sep 2021**
ADMINISTRATOR

HOBBIES

- *Badminton*
- *Bouldering*
- *Playing video games*
- *Reading (especially fantasy and sci-fi)*
- *Listening to music*
- *Hanging out with friends*
- *Traveling and experiencing new cultures (especially food!)*
- *Dogs and Cats!*