

MARTIN STRÖM

AI / Game Programmer

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EDUCATION

TGA - Game Programming

The Game Assembly

Aug 2017 - Present

Malmö, Sweden

Here we have made 8 games thus far and have 1 to go. We work cross disciplinary with graphical artists, level designers and technical artists. I've made 4 of the games with my team, Flatline, consisting of 16 people where we work in our own engine, setting up our own pipelines.

We also did 14 courses, including: 2 courses in data structures and algorithms, tools programming, network programming, AI, Graphics Programming and the specialization where I made an evolving neural network.

Game Development In Highschool

Klara Södra Gymnasium

Aug 2014 - Jul 2017

Stockholm, Sweden

When I was 15 I knew I was gonna become a game creator. So I went as much all in as I could with my choice of high school, technical line with game development orientation. In Klara Södra I participated in 3 game projects.

OTHER PROJECTS

- [29 shared projects](#) on scratch
- Created and taught a course in game programming for newbies.
- 2 game jams
- [Android app](#) with a friend

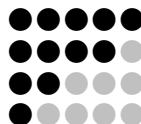
TECHNICAL SKILLS

C++

Game Maker

Photoshop

Java, Lua, C#



ABOUT ME

My passion for programming started when I was 12 and now, 8 years later, I'm 20, fresh of the boat, and excited to start creating games for real.

I strive to create games that leave the player feeling inspired and rejuvenated. I love beautiful art. My highest source of inspiration is Studio Ghibli.

One of my most defining characteristics is my open mindedness and creativity. I hope to find a company that can make use of my creative input and ideas

I've spent 500 hours+ meditating and I enjoy non-fiction books.