




CONTACT

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AWARDS

2021
**SMC'S PRIZE FOR EXCELLENT
MASTER THESIS IN MATHEMATICS**
KTH Royal Institute of Technology

2021
MITTAG-LEFFLER PRISET
Stockholm University

SKILLS

- Agile/Scrum
- Code reviews
- C++
- DirectX 11
- HLSL
- PhysX
- Visual Studio
- Unity
- Helix Core
- Git

LANGUAGES

- Swedish (Native)
- English (Fluent)
- Japanese (Intermediate)

Martin Nilsson

Game Programmer

Game Programming student at **The Game Assembly** applying for an internship/LIA during August 2023 - April 2024. I am highly driven and highly excited to finally take my first step into the games industry! My interests include game engine architecture, the mathematical foundations of physically based rendering, tooling, and AI.

EDUCATION

HVE, GAME PROGRAMMING

2021 - Present
The Game Assembly | Stockholm

Higher vocational education featuring agile development of 8 game projects in cross-disciplinary teams, mostly using an in-house engine. Courses in C++ cover topics such as Graphics Programming, Networking, AI, Scripting, and Design Patterns.

MSC, STATISTICS

2018 - 2022
Stockholm University | Stockholm

Master's programme with a profile in probability theory and machine learning. For my thesis, I used random matrix theory to derive new convergence results for statistical estimators, with applications in optimal portfolio theory.

MSC, MATHEMATICS

2018 - 2021
KTH Royal Institute of Technology | Stockholm

Master's programme with a profile in real analysis and operator theory. For my thesis, I researched and generalized a spectro-geometric inequality of quantum operators.

BS, MATHEMATICS

2015 - 2018
Stockholm University | Stockholm

Bachelor's programme featuring a variety of courses in analysis, algebra, statistics, etc. For my thesis, I wrote about the mathematical theory of semisimple Lie algebras.

SUMMER RESEARCH SCHOOL

2014
Research Academy for Young Scientists | Strängnäs

4-week period set after my 2nd year of upper secondary school. For my research project, I studied the mathematical methods used in CT scans and performed simulations and experiments using lab equipment at KTH.

WORK EXPERIENCE

TEACHING ASSISTANT

2017 - 2021
Stockholm University | Stockholm

Part-time job at the Stockholm University department of mathematics. Responsibilities include tutoring, grading, course development, and holding exercise sessions in various courses including Programming Techniques for Mathematicians, Numerical Analysis, Mathematics I, and Utmanande Matematik.