



NICOLAS HEIDEN

GAME PROGRAMMER/DESIGNER

CONTACT

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EDUCATION

2025 - 2027

YRGO GAME PROGRAMMER

- Experience with game engines
- C# & C++ & SDL3
- Working with Artists

2022 -2025

CHALMERS TECHNICAL UNIVERSITY

- Computer Science
- Mathematics
- Physics

2019 - 2022

IHGR (HIGH SCHOOL/GYMNASIUM)

- Natural Science Program

SKILLS

- Unreal Engine
- Unity Engine
- C#
- C++
- Java
- VR
- SDL3

LANGUAGES

- English (Mother Tongue)
- Swedish (Mother Tongue)
- Spanish (Basic)

SUMMARY

Hi I'm Nicolas Heiden. A Game programmer and designer. I have experience in many different game engines and programming languages. I am currently a student at Yrgo studying Game Programming and will be looking for an internship spot for our scheduled internship at the end of our program. It starts the 7th of December 2026 and ends at June 11th 2027. If you want to learn more about me and see some of what I've done since becoming a game developer please check out my website at <https://www.nicolasheiden.com/>

WORK EXPERIENCE

- **Desideratum AB** SUMMER OF 2025
Marketing Manager & Specialist
 - Patent case analysis
- **MAX Burgers** Summer 2024
Worker/Grunt
 - Learned to work in a stressful and demanding work environment
- **Högsbo Basket** Summer 2022
Camp Leader and Basketball Coach
 - Worked with young kids to develop and teach kids basketball
- **Hult Skolan** Autumn 2021
Recess and after school counselor
 - Helped kids with their studies and watched over them during recess
- **Gothenburg University** 2 weeks 2017
Professors Assistant
 - Helped professor prepare for classes and helped record lectures and presentations

REFERENCES

Upon Request