Simon Kramer
Gameplay Programmer

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SKILLS

Programming
C++ / Unreal Engine
C# / Unity

Version Control
Perforce
Git

Technical Art / VFX
Maya
Houdini
Substance Designer
EmberGen
Photoshop

Languages
German (Native)
English (Fluent)

PROFESSIONAL SUMMARY

Gameplay Programming student at Futuregames (C++/Unreal, C#/Unity) with a focus on animation systems, combat, and AI. Background in Architecture and VFX.

CURRENT EDUCATION

Futuregames Malmö | 2024–2026 | HVE Diploma in Game Programming
- Gameplay Programmer for C++ / Unreal Engine and C# / Unity
- LIA Internship: 30-week placement available 18 May – 25 Dec 2026

FEATURED PROJECTS

AI Racing Car
- Optimal racing line and speed profile calculation via curvature minimization simulation
- PID controller for throttle, braking, and steering interpolation
- State machine for driving, overtaking, and safe following behaviors

RPG Combat
- Built with Unreal's Gameplay Ability System (GAS)
- Combo systems with animation canceling

Third Person Shooter
- Weapon recoil combining animation-based, camera-shake, and controlled camera movement
- Runtime rig for aiming and weapon holding

ADDITIONAL EDUCATION & EXPERIENCE

CGMA (Computer Graphics Master Academy) | 2022–2024
- Coursework: Realtime VFX for Games, Rigging for Games, Mechanical Rigging, Intro to Production Modeling

SAE Cologne | 2019–2022 | B.A. Visual Effects & Animation

Schmidt & Schmidt | Karlsruhe | 2018–2019 | CAD Technician

Leibniz University Hannover | 2013–2018 | B.Sc. Architecture