



NESTOR C. JERFSTRÖM

Shader/Graphics Programmer

SPECIALTIES

Game Development
Computer graphics
Problem Solving
Mathematics

SOFTWARE SKILLS



C#



C++

HLSL GLSL



Unity



Unreal Engine



GitHub



Perforce



Plastic SCM



Blender



Blockbench



Aseprite

LANGUAGES

Swedish (Native)
English (Fluent)

CONTACT

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Portfolio: nessie.sh
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GitHub: Nestorboy
Stockholm, Sweden

EDUCATION

2022-2025 – Futuregames

Game programming

We've had industry guests and lecturers teach us industry-standards for programming and collaborating. The school also arranged 4 game projects with a mix of people from different disciplines

2019-2020 – NT Solutions

3D modelling and graphics

I was taught Blender and grew a deeper interest for computer graphics.

2016-2019 – Fryshuset

Game design (Introductory)

WORK EXPERIENCE

NT Solutions (2019)

Modelling 3D scandinavian object libraries.

