Jenny Eriksson

Programmer, Composer

Contact:
Stockholm
+46 76 045 88 10
eriksson.jenny97@gmail.com
linkedin.com/in/jenny-eriksson-0ab452223

Experience

Aurora Punks, Stockholm - Programmer
August 2024 - April 2025

Helping other companies with **console porting** to consoles like **Switch**, **PlayStation** and **Xbox**, as well as helping with **debugging** and **online multiplayer** in different plugins for Unity.

Nordic Wellness, Stockholm & Skövde— *Bodybalance instructor*
July 2022 - Ongoing

Leading a workout with combinations of **Yoga**, **Tai Chi**, and **Pilates**, breathing synchronized to beautiful music.

Nordic Wellness, Stockholm — *Les Mills Pilates instructor*
October 2024 - Ongoing

Leading a workout with focus on Pilates, breathing and exercises synchronized to beautiful music.

PROJECTS

Vimmel — *a local multiplayer, family friendly, fun game*
From 2 to 4 players, you try to **collect as many items as possible** within a **limited timespace**. A game made in less than 10 weeks, **which won SAGA** and was **nominated for SGA**.
https://abductedcowstudios.itch.io/vimmel

The Easy Game— *an online and local multiplayer game*
From 2 to 4 players, you try to **shoot the others** and **avoid getting killed** yourself. Using **Unity Relay** to help with **online**, and **Unity PlayerInput** for local. **Composed all music** for this project!
https://github.com/Jenny97-sv/TheEasyGame.git

Education

Programmer, The Game Assembly, Stockholm— *Higher Vocational training*
September 2022 - April 2025

A practical game developing school with **8 game projects**, including learning how to **build our own engine** using C++.

Composer, University of Skövde, Skövde— *Bachelor of Arts*
September 2019 - June 2022

Implementation and understanding of **sonifications in games**, with a deep focus on **music**, including 2 game projects.

SKILLS

C++

C#

Unity

Github

FMOD

Logic Pro X

AWARDS

Skövde Academic Game Award (SAGA)
The municipality price of Skövde

NOMINATIONS

Sweden Game Awards (SGA)
A competition where Vimmel was nominated, the biggest competition in Sweden for independent game developers

LANGUAGES

Swedish (native)
English (fluent)

References

Gustav Carlberg (tech producer)

Annica Gren (bodybalance instructor)

Axel Godman (programmer teacher)