

Rasmus Göransson

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ABOUT ME

I am passionate about learning and constantly developing my skills. When I encounter something new, I strive to understand it fully. I find collaboration and idea-sharing highly educational, often leading to effective solutions. At the same time, I value the ability to solve problems independently.

WORK EXPERIENCE

Spårvägen Simförening (SSF), Stockholm — *Swimming Instructor*

NOVEMBER 2017 - PRESENT

As a swimming instructor for Spårvägen Simförening, I have had the opportunity to work on developing swimming proficiency and water familiarity among participants. This has provided me with valuable experience and insights in several key areas:

- **Leadership** – Taking initiative, leading groups, and being responsible for participants' progress.
- **Teamwork** – Working with different individuals and learning from colleagues.
- **Punctuality** – Always being on time and planning for unexpected delays.
- **Planning** – Preparing lessons to ensure structured and effective instruction.

Through my work as a swimming instructor, I have developed these skills, which together make me a responsible and committed leader.

Swedish Armed Forces – Command and Control Regiment (LedR), Enköping — *Military Service*

AUGUST 2021 - JUNE 2022

My service in the military can be viewed as both work experience and education. I gained and developed numerous valuable skills, especially:

- ❖ **Teamwork and Communication** – Working and cooperation with others, as well as resolving conflicts and disagreements. “*The collective over the individual.*” (You’re not finished until everyone is.)
- ❖ **Time management** – Always be punctual and effectively allocating time.
- ❖ **Working under difficult conditions** – Performing well in stressful and challenging situations while maintaining a positive attitude.

Military Grade: Yes / 3 / 3

GAME DEVELOPMENT

Minesweeper Extended

22 APRIL 2024

Minesweeper Extended is a video game I created which is based on the classic Minesweeper but with new and unique gameplay features. My goal with the game was to challenge myself to recreate the classic and explore how it could be developed further. The game was released on Steam in April of 2024 and has since been well-received.

Statistics as of January 2025:

- ❖ **Over 800 copies sold.**
- ❖ **Earned over 12 000 SEK in revenue.**
- ❖ **87% positive reviews.**

SKILLS

- ❖ Problem solving
- ❖ Troubleshooting
- ❖ Programming – C# / C++
- ❖ Game Development

INTERESTS

- ❖ Expanding my knowledge
- ❖ Technology
- ❖ Programming
- ❖ Reading
- ❖ Martial Arts - Judo / Goshindo
- ❖ Kite Surfing

LANGUAGES

- ❖ Swedish (*Fluent*)
- ❖ English (*Fluent*)

EDUCATION

Futuregames, Stockholm - Gameplay Programmer

AUGUSTI 2023 - DECEMBER 2025

Thoren Business School – Economics Program, Stockholm — *University Preparatory*

AUGUST 2018 - JUNE 2021

During my education I learned about personal finance as well as business finance, with a specialization in accounting. At graduation I received the following certificates and diplomas:

- ❖ **Business Diploma** – A diploma in business from an upper secondary school.
- ❖ **Youth Entrepreneurship Certificate** – A certificate for participating and completing a youth entrepreneurship.
- ❖ **Internship Certificate** – A certificate for completing two Internships.
- ❖ **Attendance Diploma** – Diploma for highest attendance of my class.

Swedish Armed Forces Technical School, Halmstad — *System Technician (SB/IS)*

DECEMBER 2021 - MARCH 2022

Swedish Armed Forces, Enköping — *Security Guard*

OCTOBER 2021 - OCTOBER 2021

SISU Idrottsutbildarna, Stockholm — *Basics of coaching*

NOVEMBER 2019 - DECEMBER 2019