

Timothy Lennryd CV

Contact

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Programming experience & skills

Proficiencies

Unreal Engine, Blueprints, C#, Unity, Javascript, Canvas, C++, Visual Studio, Photoshop, level design, drawing (physical media), character and creature design, pixel art.

2025 – 2026

Grit Games, a game developer school in Malmö.

I've been learning **C++**, **C#**, **Unreal Engine** and **Unity** among other things.

We've had four group projects, spanning 3 – 5 weeks.

I have made many versions of character controls, as I love getting the game feeling right. But I have done many other things as well during the projects and school years.

Please have a look at some of the projects I've had part in at <https://alyxes.itch.io/> and some specific highlights of my programming at <https://www.alyxes.se/portfolio/>.

2023 – 2024

Learned **C#**, komvux. Made a text-based dungeon crawler as my final exam, *[Treasure Cave](#)*.

Also took a web course, learning **HTML** and **CSS**. Published [my own website](#) in 2024.

2016 – 2023

Long time **Javascript game project**, *[Teradoña and the Caves of Nevermind](#)*.

An isometric puzzle and platforming game. It has tons of mechanisms and over a hundred levels designed, a lot more including test levels.

I learned most of my basic programming understanding through these years.

2014 – 2015

Javascript game for Wii U, *[Guac' A Mole](#)*. Released digitally in April, 2015. Europe only.

Made possible through something called the **Nintendo Web Framework**, allowing anyone to borrow a developer kit and make games for Wii U using html5 and javascript.

The game utilizes the Wii U motion controller as a steering wheel, letting the player rotate a planet. It's a simple arcade game with high score, multipliers and accelerating game speed.

I made all of the visuals, and a lot of the logic, testing and functionality.

Work experience

2021 – 2022 & 2026

Coop. Cashier and all-round shop work. A mix of permanent and seasonal employment across different locations (Höllviken, Ystad, Simrishamn) due to moving and sometimes combining work with studies.

2018 – 2021

Tre Skåne Café, internet cafe in Malmö.

I was cashier, food server (just microwaved fast food), cleaner and bouncer, all in one guy. Worked alone most of the time, always the one opening up the café in the morning.

2016 – 2017

Ledsagare (Companion), in Malmö.

Worked with three different people that I helped get out on activities. Two of them needed wheelchair. Did a lot of socializing, listening, long wheelchair walks, and some light travel.

2014 – 2015

Red Cross Recruiter. All over Skåne. Stretching earlier skills from GreenPeace.

2009 – 2010

GreenPeace Recruiter. Almost all over Skåne. Learned a lot about personal contact in business, selling techniques, social skills. And the tough truth about working with something not everyone agrees with. Gave me lots of argument skills.

Other skills

I have been **drawing** since I was a little kid, so I'm pretty good at that. I have made **comics**, **illustrations** and **graphics** for games. Both **digitally** and **hand drawn**, but game graphics have been mostly digital.

Photoshop is what I've been using over the years, to retouch art, cut and adapt graphics to games, but also for some **pixel art**. I own and use **Clip Studio Paint 2.0** some.

Recently I bought a **Wacom pen tablet** to start making art digitally from scratch, but haven't had a lot of time to draw yet, since studies and family life are imminent.

I have **good social skills**, and I prefer to spread a good vibe in a workplace and a team. I never want to compete with or undermine my coworkers.

Having worked a lot by myself has conditioned me for that, but **teamwork is better**.

I have no problem with being the king or the pawn in a project; it should depend on the task and each person's skills. I've had both roles through the years, and at Grit Games.

I'm a **perfectionist** that has to curb my ambitions constantly to finish stuff.