

Oscar Stenström

Studying System Development

(+46) 076 009 31 68 | oscar.stenstrom2001@gmail.com | Nyköping
| [Github](#) | [LinkedIn](#) |



Education

Campus Nyköping, Yrkeshögskola, Systemutvecklare .NET (2025-) U
Developing C# applications in Visual Studio, learning clean code principles, application architecture, handling databases and API:s for web interfaces. Recently completed a course in using .NET MAUI, now web development

Municipal Higher Secondary School, Programmering, Astar AB (2023-2024)
Programming and web development, as well as creating virtual machines.

Design av Digitala Spel, Blekinges Tekniska Högskola (2020-2023)

Degree of Bachelor of Science, in the field of Media Technology. Coursework consisted of creating and trying to portray different game mechanics and experiences in the game engine Unity, using an array of hardware and software (AR, VR, real-time data, rendering techniques).

Spelgrafik, Ljud och Bild Skolan (2017-2020)

Upper secondary school with a focus on game graphics with the help of Adobe Photoshop and Autodesk Maya.

Work Experience

Cemetery Worker, Svenska Kyrkan, Nyköpings Parish (Summers of 2023, 24, 25)
Cleaner, Region Sörmland (2024/11-2025/6)

Software developer, Nordlo (Internship) (2024/03-2024/05)

Standalone courses & Other notable works

Fundamental C# Programmering, Högskolan Kristianstad (2025/1/20-6/08)
DA562C VT 2025 Datateknik (DTA)

Grade: MVG

Volvo CE Hackathon (23/9/2025), Eskilstuna

Competitor