

CURRICULUM VITAE MANDEL COHEN

Forsbergs Skola, Game Programming 400 yhp. 2023–ongoing (2025)

Higher vocational 2 year education in game development with emphasis on creative abilities, ideation, and problem solving skills.

Relevant Coursework:

- Game Development Fundamentals
- Object-Oriented Programming (OOP)
- Game development group projects
- Data Structures and Algorithms
- Design Patterns and programming principles
- Artificial Intelligence in Games

Technical skills:

- Programming languages: C#, C++
- Game Engines: Unity, Unreal Engine
- Tools: Git, Fork, JetBrains Rider and CLion, Visual Studio, Xcode, Blender, Miro, Trello
- Design Patterns: Observer, Update Method, Singleton, Object Pooling, State pattern
- Programming principles: DRY, KISS, ETC
- Algorithms: Pathfinding algorithms, Sorting algorithms

TOTEME, Pattern Assistant 2022–2023

Full time position at the Swedish fashion house TOTEME. Responsible for knitwear and 3D prototyping for collections using CLO3D, prototype seamstress.

Stockholms Tillskärarakademi, Pattern Maker 200 yhp. 2021–2022

One year advanced training in computerised pattern making and handling using Gerber and CLO3D.

Högskolan i Borås, Textile Studies 30 hp. 2018–2021

University courses at the Textile Institute in textile sustainability.

- Colour Theory, 7,5 hp. 2021
- Circular Textile, 7,5 hp. 2020
- Textile Innovation, 7,5 hp. 2018
- Textile Materials, 7,5 hp. 2018

Freelance seamstress, costume maker and stylist, Stockholm 2017–2022

Frequent assignments:

- Flat shot and still life stylist for TOTEME
- Seamstress for Stylist Robert Rydberg amongst others
- Private atelier tailoring, wedding dresses and costumes for stage and film

Stockholms Tillskärarakademi, Pattern Making and Design 2016

One year program in pattern making and confection garment making.

Freelancing as a Seamstress and travels in California, United States 2015

Handarbetets Vänner Stockholm, Textile Crafts 2013–2014

One year artisan training in weaving, embroidery and dyeing techniques.

Freelance Make-up Assistant, Stockholm 2013

Studio 24 Roy Andersson Film Production, for the feature film A Pigeon Sat on a Branch Reflecting on Existence.

Freelance Costume Assistant, Prop Maker and Seamstress, London 2009–2012

Frequent assignments:

- Prop Maker at Millington Associates for retail window display eg for Nike and Harrods
- Costume Assistant under Costume Designer Charlie Watkins
- Puppet Maker in the Puppet Hospital for the Tim Burton stop frame animation feature Frankenweenie

Södra Latins Gymnasium, Social Studies 2006–2009

Languages: Fluent in Swedish and English

E-mail: info@mandelcohen.com

Github: github.com/mandelcohen

Portfolio: www.mandelcohen.com

LinkedIn: www.linkedin.com/in/mandel-cohen-214639a8/