

CV

EDUCATION

2014-2017	The Game Assembly thegameassembly.com/	<i>A higher vocational education where two years are spent at the school and a half year as an intern at a game studio. During the first two years we make eight games in groups of around 10 people. I was also class representative for the level designers.</i>
2009-2012	Donnergymnasiet su.se	<i>Upper secondary school with extra courses in music, e.g. music theory, choir, music production. Mostly played the drums in various bands.</i>

SKILLS

2014-2016	Unity 5	<i>Created and scripted four 3D video game prototypes and projects</i>
2014-2016	Unreal Engine 4	<i>Created and scripted four 3D video game projects</i>
2015-2016	C# Scripting	<i>Mostly scripted in Unity to create core functionality for my projects</i>
2014-2016	Photoshop CC	<i>Used Photoshop in various game projects to create top down maps</i>
2014-2016	MAYA 2015/2016	<i>Used MAYA in various game projects to create props</i>
2015-2016	Valve Hammer Editor	<i>Created a Portal 2 time travelling level in three weeks</i>
2014-2016	SCRUM Master	<i>Took the role of SCRUM Master during four game projects</i>

EMPLOYMENT

2012-2014	Kjell & Company	<i>As a salesman I learned how to stay focused during long hours and deliver high standards despite stressful circumstances. I had to take initiative and multitask as well as be able to drop what I was doing at any given moment in order to support my co-workers.</i>
2009-2012	Brottkärrs Tennisförening	<i>This job was all about motivating and inspiring kids to play and have fun while keeping them focused and promoting teamwork. That required great educational skills and a lot of patience.</i>

EXPERIENCE

2017	Sharkmob	<i>Internship</i>
2016	Forgotten Key	<i>Internship</i>
2014	Nordic Game Conference	<i>Volunteer</i>
2008	Sahlgrenska Hospital	<i>internship</i>
2007	Tele-Hå	<i>internship</i>
2006	Elite Hotels of Sweden	<i>internship</i>

LANGUAGE

Swedish	Native language
English	Full professional proficiency

References available upon request.