

## CV

### EDUCATION

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2014-2017	<b>The Game Assembly</b> <a href="http://thegameassembly.com/">thegameassembly.com/</a>	Advanced Diploma in Higher Vocational Education in Level Design
2010-2012	<b>Polytechnic University of Kungsbacka</b> <a href="http://yh.kungsbacka.se/">yh.kungsbacka.se/</a>	Advanced Diploma in Higher Vocational Education in CAD Construction and Design
2007-2010	<b>Elof Lindälvs Gymnasium</b> <a href="http://eloflindalvsgymnasium.kungsbacka.se">eloflindalvsgymnasium.kungsbacka.se</a>	Upper Secondary School Education in Mechatronics

### SKILLS

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<b>Unity 3D</b>	Handles program effortlessly.
<b>C# scripting</b>	Good understanding.
<b>Unreal Engine 4</b>	Handles program effortlessly.
<b>Visual scripting</b>	Handles it effortlessly
<b>LUA</b>	Good understanding.
<b>Adobe Photoshop</b>	Handles program effortlessly.
<b>Autodesk Maya</b>	Handles program well.
<b>Cry Engine SDK</b>	Basic knowledge.
<b>Level Design</b>	Experienced with white boxing, scripting, QA, pre-production, balancing and more. I have also produced levels for various genres and games.
<b>Agile Game Development</b>	Experienced with SCRUM-based agile game development.
<b>Scripting</b>	Good experience with a custom made XML-based scripting language in an in-house game engine as well as being skilled in C# and visual scripting.

### EXPERIENCE

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2016-2017	<b>Tarsier Studios</b> <a href="http://tarsier.se">tarsier.se</a>	Internship
2013-2014	<b>Pro Point</b> <a href="http://propoint.se">propoint.se</a>	Electronics assembler
2013	<b>Mölnadal Stad</b> <a href="http://molndal.se">molndal.se</a>	In-home care
2012	<b>Volvo</b> <a href="http://volvotrucks.com">volvotrucks.com</a>	Trainee/Intern

### LANGUAGE

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Swedish	Native language
English	Full professional proficiency

References available upon request.