Christofer Schenström
Malmö - 24 April 2017
Phone: +46 (0) 708 - 57 00 51
Mail: Chris@ChristoferSchenstrom.com
Portfolio: ChristoferSchenstrom.com

Resumé

EDUCATION

2014- 2017	**The Game Assembly** *thegameassembly.com/*	Advanced Diploma in Higher Vocational. Education in Level Design.

SKILLS

Cross-disciplinary experience	*Worked in eight different projects ending in released games.*
Agile game development	*Worked with a SCRUM-based methodology.*
Unity	*I handle the program well.*
Game Analytics	*I handle this skill effortlessly.*
Valve's Hammer Engine	*I am comfortable using the program.*
Adobe Photoshop	*I am comfortable using the program.*
C#	*I am comfortable but inexperienced.*
Autodesk Maya	*I am comfortable but inexperienced.*
Unreal Engine 4	*I am comfortable but inexperienced.*
Audacity	*I am comfortable using the program.*
LUA	*I am comfortable but inexperienced.*

EXPERIENCE

2016-2017	JE Software	*Level Design Intern*
2016	Nordic Game Conference	*Volunteer (Social Media)*
2015	Nordic Game Conference	*Volunteer (Networking)*
2014-2015	Videospelsklubben Podcast	*Co-host*
2014	TRUM-master	*Worked with documentation for project progression.*
2011 - present	Engraver	*Hobby interest, where I engrave various items.*

EMPLOYMENT

Björkö Mekaniska AB

2008 - 2011	CNC-Operator	Team leader, safety representative.
2011 - 2014	Measurement Technician	Quality control and programming.

LANGUAGE

Swedish	……..	Native language
English	……..	Full professional proficiency