

## Resumé

### EDUCATION

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

### SKILLS

#### **Cross-disciplinary experience** **Agile game development**

*Worked in eight different projects ending in released games.*  
*Worked with a SCRUM-based methodology.*

Unity	<i>I handle the program well.</i>
Game Analytics	<i>I handle this skill effortlessly.</i>
Valve's Hammer Engine	<i>I am comfortable using the program.</i>
Adobe Photoshop	<i>I am comfortable using the program.</i>
C#	<i>I am comfortable but inexperienced.</i>
Autodesk Maya	<i>I am comfortable but inexperienced.</i>
Unreal Engine 4	<i>I am comfortable but inexperienced.</i>
Audacity	<i>I am comfortable using the program.</i>
LUA	<i>I am comfortable but inexperienced.</i>

### EXPERIENCE

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

### 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

