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Experience

Logic Artists	<u>Level/Game Designer</u> – Worked on a mobile puzzle/runner game and PC title Clandestine june 2015 – august 2016 - Copenhagen
Logic Artists	<u>Level Designer Intern</u> – Worked on PC title Clandestine sep 2014 – april 2015 - Copenhagen
Volunteer NGC	<u>Volunteer at Nordic Game Conference 2014, Malmö</u>
Volunteer Unite	<u>Volunteer at Unite Nordic 2013, Malmö</u>
School Game projects	<u>8 Finished games, 8 genres, 4-5 weeks per/project</u>
Elkjop	<u>Customer Service – Current job</u>

Education

The Game Assembly Higher Vocation Educ.	<u>Level Design, Malmö, Sweden</u> – More info about the school/curriculum on their website sep 2012 – april 2015
Parkgymnasiet Upper Secondary Educ.	<u>Electronics (EC), Ystad</u> aug 2008 - june 2011

Skills

Level Design	Preproduction planning all the way to final product.
Environment Creation	Lighting, Dressing, Composition, Terrain
Hammer Editor	Excellent knowledge
Cryengine	Intermediate knowledge
Unity	Excellent knowledge
Unreal 4	Intermediate knowledge
Unreal Blueprint	Basic knowledge
Maya	Modelling, Texturing, Modular Assets
Photoshop	Level layouts/Basic Texture Creation/Editing
C#	Basic knowledge
XML Scripting	Excellent knowledge
Agile work methods	Excellent knowledge

Language

Swedish	Mother tongue
English	Full Professional Proficiency