

# RESUMÉ

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## PROFESSIONAL EXPERIENCE

### **Level Designer | MachineGames Sweden AB** **September 2016 – November 2017**

Worked as a level designer on Wolfenstein 2: The New Colossus where my responsibilities included designing gameplay space, making player collision, creating journal maps etc.

### **Level Design Intern | Starbreeze Studios AB** **January 2016 – August 2016**

As a level designer my job was to concept, design, script and art levels for Payday 2.

### **Sales rep. | Coop Konsum Hallonbergen** **2013**

Part of my job was to keep the store looking presentable, restock wares, handling the cash register, closing and opening routines etc. A very social job with constant customer contact.

### **Project assistant | Clarity Digital AB** **2011**

As an assistant my job was to work together with the project lead on things like communicating with customers and advice, plan and guide them according to their needs. The company specializes in digital media and the marketing of digital products (apps for mobile devices for example).

**Construction worker | Reinertsen AS**

**2010**

I was part of a 2 month demolition, relocation and renovation project of an entire block in Trondheim, Norway, where my job varied a lot between things like demolition work to reinforcement, to construction.

There was some downtime with other companies involved, which was spent on various maintenance and repair jobs.

A fairly simple but physically demanding job.

**Maintenance worker | Trondheim Bydrift**

**2008**

Areas of responsibility: Parks, recreational areas and forests. Basically Parks & Rec.

**EDUCATION**

**Changemaker AB – FutureGames Academy**

**2014 - 2016**

Vocational education in game design.

**Changemaker AB - Certifierad Agil Projektledare**

**2012**

Vocational education in agile project management methods (such as Scrum)

**Fryshusets Kunskapscentrum**

**2004**

Video game programming. 1 year.

## QUALIFICATIONS AND TECHNICAL SKILLS

- Languages: English, Swedish, Norwegian & Spanish (to an extent).
- Certified Scrum Master I
- Software:
  - Unreal Engine 2, 3 & 4
  - idTech 6
  - Unity 5
  - Adobe Photoshop
  - Adobe Illustrator
  - SketchUp
  - Perforce
  - TortoiseSVN
  - Microsoft Office Package
- Computer & network technology (hardware)
- Excellent technical knowledge and expertise
- Drivers License