

# Resumé

*Self driven, Social and Passionate*

## Experience

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2016-2018	Game/Level Designer	Planet Alpha ApS	Worked as the sole designer on PLANET ALPHA. Designed, scripted, implemented the majority of the content. Arranged playtesting session and communicated throughout the team on improvements on the game.
2015-2016	Level Designer	Io-Interactive	Worked as a level designer on HITMAN doing various tasks like design, level block out and scripting.
2014-2015	Level Designer	Full Control	Worked as level designer on Space Hulk Ascension, doing various tasks like design lighting, dressing and scripting.

## Skills

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Unreal	●●●●○	I handle the program very well
Unity	●●●●○	I handle the program very well
Cryengine	●●○○○	I am comfortable using the program
HPL Suite (Amnesia Engine)	●●●○○	I handle the program well
Glacier 2 (Hitman Engine)	●●●●○	I handle the program very well
Hammer SDK	●●●○○	I handle the program well
Node Based Scripting	●●●●○	I handle node based systems effortlessly
Maya	●●●○○	I handle the program effortlessly
Photoshop	●●●●○	I handle the program effortlessly

C#	●●○○○	Basic understanding
TortoiseSVN	●●●○○	I handle the program effortlessly
Jira	●●●○○	I handle the program well

## *Education*

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The Game Assembly	Level Design (Advanced Diploma in Higher Vocational Education)
Knut Hahn Gymnasiet	Aesthetic Music Program

## *Languages*

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Swedish	Native language
English	Professional proficiency