

# CV

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## Experience

October, 2017 – May, 2018

KeokeN Interactive

I interned as a Level Designer at KeokeN Interactive in the Netherlands. I helped develop and release a third person adventure game called Deliver Us the Moon. The game was created with Unreal Engine 4 and my responsibilities included designing areas and rooms, lighting, propping, set dressing and visual scripting in Unreal Blueprints.

## Education

August, 2015 – April, 2018

The Game Assembly

Higher vocational education in Level Design where I got to be a part of several different game projects ranging from turn based strategy to a first person shooter.

September, 2013 – July, 2014

Agile Academy

Higher vocational education in project managing where I got to be a part of projects where I acted as a Scrum Master and got to implement different methodologies like Lean and Kanban.

## Skills

Unreal	I handle this program very well.
Unity	I handle this program very well.
Hammer	I handle this program very well.
Photoshop	I am comfortable using this program.
Autodesk Maya	I am comfortable using this program.
Scrum	I know this agile methodology well.
Kanban	I know this agile methodology well.
C# (Unity)	I know this language a little bit.
LUA	I know this language a little bit.
JIRA	I am very familiar with this task tracking service.
Perforce (P4V)	I am very familiar with this version control software.

## Language

I speak Swedish as a native language.

I speak English to a full professional proficiency.

References are available upon request.