

EDUCATION

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|-----------|--|---|
| 2014-2017 | The Game Assembly | Higher Vocational Education in Level Design |
| 2012-2014 | Kristianstad University | Digital Design |
| 2009-2011 | Jönköping Institute of Technology | Digital Compositing |
| 2005-2008 | John Bauergymnasiet | IT |

SKILLS

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|-------|---|------------------------------------|
| ●●●●● | Unreal Engine 4 & 5 | Excellent proficiency |
| ●●●●● | Unity | Excellent proficiency |
| ●●●○○ | Galaxy Editor (Starcraft 2) | I am comfortable using the program |
| ●●●●○ | Photoshop | I handle the program well |
| ●●●○○ | Maya | I am comfortable using the program |
| ●●●●○ | HTML/CSS | I handle the program well |
| ●●●●○ | Node Based Scripting (Unreal Engine 4 & 5) | I handle it well |
| ●●●○○ | C# | Good understanding |
| ●●●●○ | XML | I handle it well |
| ●●●●○ | LUA Scripting | I handle it well |

EXPERIENCE

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|-------------|-------------------------------|-----------|
| 2015 & 2016 | Nordic Game Conference | Volunteer |
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EMPLOYMENT

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|-------------------------|-----------------------------|--|
| 2020-10-19 – 2024-03-04 | Thunderful Games | Level Scriptor/Level Designer |
| 2019-02-22 – 2020-10-16 | Martin & Servera | Forklift operator |
| 2017-04-20 - 2018-10-11 | Station Interactive | Junior Level Designer |
| 2014-2017 | IKEA | Forklift operator during summer and weekends |
| 2012-2013 | Ballingslöv Kök | Factory work |
| 2011 | Transcom | Customer support and admin work for Tele2 |
| 2007-2008 | Ballingslöv Kök | Factory work |

LANGUAGE

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| Swedish | Native Language |
| English | Full professional proficiency |
| German | Good understanding |

References available upon request