

EDUCATION

2014-2017	The Game Assembly <i>thegameassembly.com/</i>	Advanced Diploma in Higher Vocational Education in Level Design
2012-2014	Kristianstad University <i>Hkr.se</i>	Digital Design
2009-2011	Jonkoping Institute of Technology <i>jth.se</i>	Digital Compositing
2005-2008	John Bauergymnasiet <i>Upper Secondary School</i>	IT

SKILLS

●●●●●	Unreal Engine 4	<i>I handle the program well.</i>
●●●●●	Unity	<i>I handle the program well.</i>
●●●●○	Galaxy Editor	<i>I am comfortable using the program.</i>
●●●○○	Hammer	<i>Good understanding.</i>
●●●○○	Photoshop	<i>I handle the program well.</i>
●●●○○	Maya	<i>I am comfortable using the program.</i>
●●●○○	HTML/CSS	<i>I am comfortable using the languages.</i>
●●●○○	Node Based Scripting (Unreal Engine 4)	<i>I handle it well.</i>
●●●○○	C#	<i>Good understanding.</i>
●●●○○	XML	<i>I handle it well.</i>
●●●○○	LUA Scripting	<i>I handle it well.</i>

EMPLOYMENT

October 2020 - Current	Thunderful Games	Level designer/Level scripiter
January 2019 – October 2020	Martin & Servera	Forklift driver
April 2017- October 2018	Station Interactive AB	Junior Level Designer, internship during the first 6 months.
2014, 2017	IKEA AB	Forklift driver during summer and weekends.
2012, 2013	Ballingslöv AB	Factory work, varied hours (day and night shift.)
2011	Transcom AB	Communicator and admin work for Tele2 AB.
2007, 2008	Ballingslöv AB	Terminal type of work during summer.

LANGUAGE

Swedish	Native language
English	Full professional proficiency
German	Good understanding

References available upon request.