

CV

EDUCATION

2014-2017	The Game Assembly Location: Malmö	Level Design
2008-2011	Högskolan på Gotland Location: Gotland	Game Design and Graphics
2005-2008	Comic and Illustration program Location: Gävle	Comics and sequential storytelling

SKILLS

Unity 3D	<i>I handle the program well.</i>
Photoshop	<i>I handle the program well.</i>
Unreal engine 4	<i>I am comfortable using the program.</i>
Maya	<i>I am comfortable using the program.</i>
C#	<i>I am comfortable using the program.</i>
LUA	<i>Comfortable but inexperienced.</i>
XML	<i>Comfortable but inexperienced.</i>

EXPERIENCE

2015	Nordic Game Conference	<i>Volunteer</i>
2010	Gamescom	<i>Exhibition with Gotland University</i>
2010	Gamex	<i>Exhibition with Gotland University</i>
2010	Human Rights in Serious Games	<i>Gotland University Course</i>
2010	Project Management and Leadership	<i>Gotland University Course</i>
2010	The UNICEF Award for Human Rights	<i>Award from the game "Pawns" at GGA</i>
2009	Peoples Choice Award	<i>Award from the game "Chubby Chase Race" at GGA</i>

EMPLOYMENT

2004	Guldfynd	Seller
2011	Keyword International	Linguistic QA testers
2013-2015	MonkeyPixel OÜ	Founder /Game Developer/Artist/Programmer

LANGUAGE

Swedish	Native language
English	Full professional proficiency
Spanish	Limited working proficiency
