**CV**

EDUCATION

2014 – 2017 *Level Design program at The Game Assembly in Malmö, Sweden.* 2011 – 2014 *Information Technology program at IT-Gymnasium in Helsingborg, Sweden.* 2010 – 2011 *IVIK Swedish course for foreigners at Skolstaden Nicolai in Helsingborg, Sweden.* 2009 – 2010 *IVIK Swedish course for foreigners at Berzeliusskolan in Linköping, Sweden.*

EXPERIENCE

2015 *Nordic Game Conference Volunteer*  
2013  *Lund Universitet Programmer* 2012  *Texa Design AB Warehouse Worker*

SKILLS

2014-2016 Unity 5 *I handle the program well.*   
2014-2016 Unreal Engine 4 *I handle the program well.* 2012-2016 Hammer SDK *I handle the program well.*  2012-2016 RPG Maker VX Ace *I handle the program well.*  
2012-2013 Unreal Development Kit *Good understanding.*  
2011-2016 Photoshop *Good understanding.*  
2014-2016 Maya 2015/2016 *Good understanding.*  
2015-2016 C# Scripting *Good understanding.* 2015-2016 Audacity *Comfortable but inexperienced.*  2015-2016 Wwise *Comfortable but inexperienced.* 2012-2013 Java *Comfortable but inexperienced.*

EMPLOYMENT

2017 – ongoing*Avalanche Studios* *Game Designer*   
2013 – 2014*Fresh Cuts Dole* *Warehouse Worker* 2012 *Texa Design AB* *Mover*2012 *Mästergrön Warehouse Worker*

LANGUAGES

English *Native language*  Swedish *Full professional proficiency*