



Patrick Enz

Location: Stockholm, Sweden

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LinkedIn: [My LinkedIn](#)

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 Berzeliuskolan in Linköping, Sweden.*

EXPERIENCE

- | | | |
|------|-------------------------------|-------------------------|
| 2015 | <i>Nordic Game Conference</i> | <i>Volunteer</i> |
| 2013 | <i>Lund Universitet</i> | <i>Programmer</i> |
| 2012 | <i>Texa Design AB</i> | <i>Warehouse Worker</i> |

SKILLS

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

EMPLOYMENT

- | | | |
|----------------|--------------------------|-------------------------|
| 2017 – ongoing | <i>Avalanche Studios</i> | <i>Game Designer</i> |
| 2013 – 2014 | <i>Fresh Cuts Dole</i> | <i>Warehouse Worker</i> |
| 2012 | <i>Texa Design AB</i> | <i>Mover</i> |
| 2012 | <i>Mästergrön</i> | <i>Warehouse Worker</i> |

LANGUAGES

- | | |
|---------|--------------------------------------|
| English | <i>Native language</i> |
| Swedish | <i>Full professional proficiency</i> |