

CV - Level Design



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Level Design student looking for an internship between September 2021 – April 2022

I've played games since I was little and always dreamed of a job making my own games. Though it was just a dream until a few years ago when I realized I could make my dream come true. Now I'm here, pumped and ready to begin living my dream.

Education

2019 – ongoing	Level Design, The Game Assembly, Stockholm
2017 – 2018	Game Production, Luleå Tekniska Universitet
2010 – 2013	High School, Katedralskolan, Uppsala

Work Experience

2019 – 2020	Swim Instructor, children 0-5 years old. <i>Part time. Responsible for 5 groups.</i>
2013 – 2017	Kindergarten teacher, Various Kindergartens <i>Full time. First 2 years as stand in.</i>

Languages

Swedish	Fluent, Native languages
English	Fluent

Skills

●●●●○	Unreal Engine 4	I handle the program well.
●●●○○	Unity	I'm comfortable with the program.
●●○○○	Maya	Comfortable but inexperienced.

Reference available upon request