



EDUCATION

2016-	The Game Assembly <i>thegameassembly.com/</i>	Advanced Diploma in Higher Vocational Education in Game Programming
2010-2013	Polhemskolan <i>Lund.se/polhemskolan/</i>	Natural Science with emphasis on Mathematics and Computer Science

EXPERIENCE

2017	Nordic Game Conference <i>Volunteer</i>	
2012-2013	Magic: The Gathering Grand Prix Judge	
	<i>Gothenburg, Sweden</i>	2013
	<i>Utrecht, Netherlands</i>	2013
	<i>Bochum, Germany</i>	2012
	<i>Ghent, Belgium</i>	2012
	<i>Manchester, England</i>	2012

EMPLOYMENT

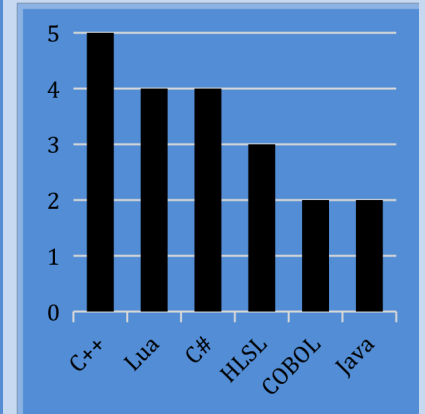
2013	FordonsData Nordic AB <i>Summer job as COBOL Programmer</i>	
2014-2015	Semi-Professional Heroes of the Storm-Team <i>Competitive Player</i>	

LANGUAGE

Swedish	Native language
English	Full professional proficiency

PROGRAMMING

Languages



ACHIEVEMENTS

Game Engine

I was part in developing a 3D game engine from scratch in which we are currently making our 4th game as a team across multiple disciplines.

Released Games

I have worked on and released 8 games across multiple genres with multiple different teams.

SOFTWARE

Maya

I am experienced with the Maya interface and its controls, being able to recreate a familiar environment in my own tools.

Unity

I am comfortable with Unity from working with it on solo projects, but would consider myself inexperienced.