



Emil Andersson

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## CV Emil Andersson

### EDUCATION

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2014-2017	<b>The Game Assembly</b> <i>thegameassembly.com/</i>	<i>Education in Level Design.</i>
2011-2014	<b>NTI Gymnasiet Malmö</b> <i>Ntigymnasiet.se/</i>	<i>EE = Electricity and Energy Program.</i>

### SKILLS

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2010	Source Engine	<b>Very Good</b>	<i>Very good understanding.</i>
2014	Unreal Engine 4	<b>Very Good</b>	<i>I feel comfortable in this program.</i>
2013	Agile Development	<b>Very Good</b>	<i>Very good understanding.</i>
2014	XML	<b>Very Good</b>	<i>Very comfortable.</i>
2014	Unity	<b>Very Good</b>	<i>I feel comfortable in this program.</i>
2013	Maya	<b>Good</b>	<i>Good understanding.</i>
2012	Adobe Photoshop	<b>Good</b>	<i>I handle this program effortlessly.</i>
2013	LUA	<b>Good</b>	<i>Basic knowledge.</i>
2015	C# Unity	<b>Good</b>	<i>Good Understanding.</i>
2015	World Machine	<b>Good</b>	<i>Have a good understanding.</i>
2014	Adobe premiere	<b>Basic</b>	<i>Knows the basics.</i>

### EXPERIENCE

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2016-2017	<b>The Station Interactive AB</b>	<i>Internship as Level Designer.</i>
2016	<b>Nordic Game Conference</b>	<i>Volunteer floor crew.</i>
2015	<b>Nordic Game Conference</b>	<i>Volunteer floor crew.</i>
2013	<b>Ubisoft Massive Entertainment</b>	<i>Work experience at the IT department.</i>
2013	<b>Progenda AB</b>	<i>Work experience IT.</i>

### EMPLOYMENT

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2017-2018	<b>The Station Interactive AB</b>	<i>Junior Level Designer.</i>
2011-2015, 2018-	<b>ROBAB (Rickard Olofsson Bygg Service AB)</b>	<i>Caretaker/Carpenter.</i>

### LANGUAGE

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Swedish	<b>Native language</b>
English	<b>Full professional proficiency</b>