



Emil Andersson

Stockholm - 2018

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CV Emil Andersson

EDUCATION

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

SKILLS

2010	Source Engine	Very Good	<i>Very good Understanding.</i>
2014	Unreal Engine 4	Very Good	<i>I feel comfortable in this program.</i>
2013	Agile Development	Very Good	<i>Very Good Understanding.</i>
2014	Unity	Very Good	<i>I feel comfortable in this program.</i>
2018	Perforce	Good	<i>Used in a work environment.</i>
2013	Blender	Good	<i>Comfortable.</i>
2013	Maya	Good	<i>Good Understanding.</i>
2012	Adobe Photoshop	Good	<i>I handle this program effortlessly.</i>
2013	LUA	Good	<i>Basic knowledge.</i>
2015	C# Unity	Good	<i>Good Understanding.</i>
2015	World Machine	Basic	<i>Basic knowledge of this program.</i>
2014	Adobe premiere	Basic	<i>Knows the basics.</i>

EXPERIENCE

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

EMPLOYMENT

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

LANGUAGE

Swedish	Native language
English	Full professional proficiency