

# Gameplay Scripter & Designer



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## Skills

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### Software:

Unity, Unreal Engine 4, Game Maker, Visual Studio, Perforce, JIRA, Maya

### Technical:


C#, Blueprint Visual Scripting, GML

### Other:

Quality Assurance, Agile & Scrum, Game & Level Design, UX, UI

## Experience & Projects

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 **unity** **198X - Hi-Bit Studios**  
**Programming & Tech Design Intern**  
January - July 2019

A **2D Arcade style** game comprised of 5 different games/genres and strong narrative focus. I worked on nearly every aspect of the game, but focused primarily on **Gameplay/System programming** and **Gameplay Design** / Implementation, handling the PC version as well as the **PS4 port**.



**Out Of The Abyss - Student Project Future Games**  
**Gameplay Scripting & Design,**  
Q2 2018

A **First Person Shooter** with randomised levels and weapon systems built in **Unity**. I worked on implementing the **Weapon System, HUD, UI, Animations** and **VFX implementation**.



**Little Reaper - Student Project Future Games**  
**Gameplay Scripting & Design,**  
Q1 2018

A side scrolling platformer made in Unreal Engine. I worked on underlying systems, **UI, Animation/VFX/sound implementation** & assisted with **AI**.



**ThrowMotion - Student Project Future Games**  
**Gameplay Scripting & Design,**  
Q3 2017

A 2-4 Party game made in **Unreal Engine**. I worked on the **combat** of the game, assisting with character movement and working with artists to implement characters/effects and assets.

## Education

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### **Game Design, Futuregames, 2017 - 2019**

A two-year vocational education. The education is closely connected to existing industry demands and covers **game design, scripting, level design, UX** and **QA**. The education also includes **four game projects** in collaboration 3D and 2D students.



### **Digital Games, Blekinge Institute of Technology, 2014 - 2017**

A three-year university level education in **media and communications technology**. I studied digital games which focused on **design methods** and philosophies regarding technoscience (human / technology interactions).

# Additional Experience

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## **Game Design / Scripting Tutor, Norrevångsskolan, GameMaker**

2016

Taught a course in basic scripting and design to middle school students. The course consisted of creating a basic platformer using Gamemaker studio.

## **Board Member / Event Manager / Founder, Iuvo Gaming Non-Profit Organisation**

2010 - 2016 Non Profit organisation working to promote social gaming culture. The organisation works with several benefactors / partners to offer weekly events within digital/analog games and other activities as well as larger events.