

**Education**

**Level Design**  
The Game Assembly  
Malmö, Sweden

*2011-08 ongoing*

**Art Basics**  
KV Konstskola  
Gothenburg, Sweden

*2009-08 to 2010-06*

**Upper Secondary School – Art Program**  
Södra Latins Gymnasium  
Stockholm, Sweden

*2005-08 to 2008-06*

**Work Experience**

**Interviewer**  
Institutet för Kvalitetsindikatorer  
Gothenburg, Sweden

*2011-02 to 2011-04*

**Customer Service**  
Institutet för Kvalitetsindikatorer  
Gothenburg, Sweden

*2010-10 to 2010-12*

**Receptionist**  
Capio Citykliniken, Health Centre  
Stockholm, Sweden

*Summer of 2008/09/10*

**Barista**  
Costa Coffee  
Edinburgh, Scotland

*2008-10 to 2009-03*

**Other Merits**

**Volunteer**  
Nordic Game Conference

*2012/13 -05*

**Knowledge**

Level Art ●●●●○  
Level Construction ●●●●○  
Level Design ●●●●○  
World Design ●●●○○  
Lighting ●●●○○  
3D modeling, mapping and texturing ●●●○○  
Scripting – C# ●●●○○

**Software**

Photoshop ●●●●○  
UDK ●●●●○  
Maya ●●●●○  
Unity 3D ●●●○○  
Mudbox ●●○○○  
Zbrush ●●○○○  
nDo2 ●●○○○  
World Machine ●○○○○

**Languages**

Swedish – Fluent, first language  
English – Full professional proficiency