

# CV

## Experience

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Jan 2017 – Mar 2017	Worked on site at Ubisoft San Francisco for South Park: The Fractured but Whole
Aug 2017 - ongoing	Mentoring an Intern Level Designer
Apr 2017 - ongoing	Level Designer at Massive Entertainment – a Ubisoft Studio
Apr 2016 – Apr 2017	Junior Level Designer at Massive Entertainment – a Ubisoft Studio
Aug 2015 – Apr 2016	Intern Junior Level Designer at Massive Entertainment – a Ubisoft Studio
May 2014	Volunteer, Nordic Game Conference

## Released titles

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Oct 2017	<a href="#">South Park: The Fractured but Whole</a>
Mar 2016	<a href="#">Tom Clancy's The Division</a> + DLC

## Education

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2013-2016	Level Design (Advanced Diploma in Higher Vocational Education) at <a href="#">The Game Assembly</a>
2013	Practical Philosophy: Level 1
2012	Musicology: Level 1

## Software

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### Engines:

Snowdrop  
Unreal Engine 4  
UDK  
Hammer SDK  
Unity 3D  
Cryengine 3 SDK

### Programming languages:

Visual scripting  
C#  
Lua  
XML

### Tools:

Autodesk Maya  
Adobe Photoshop

## Other

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Swedish  
English  
Class B driver's license

Native Speaker  
Full professional proficiency