

Alice Darner

Curriculum vitae

EDUCATION

2011 – 2014 **Technical Artist in Game Development**
BTH, Karlskrona

Technical Artist combines both the artists and programmers skill sets, such as 3D programming, scripting, 3D-graphics and animation.

2010 – 2011 **Mathematics**
Göteborgs Universitet

LANGUGES

SWEDISH Native/Fluent

ENGLISH Fluent

 Alice Darner
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WORK EXPERIENCE

AUGUST 2015- CURRENT

Substitute Teacher
Brunnsboskolan

As a substitute teacher I have to use problem-solving skills and creativity at a very short notice to get the co-operation of children in the ages 6-10 years.

MAY 2014

Election Judge — European Parliament Elections
Karlskronas kommun

Supervised the election at several locations. This includes checking the voters ID, keeping the election hall tidy, safe, and later counting votes. In short, making sure that the election were democratic and available for a wide range of voters.

MAY 2011

Election Judge — Re-elections in Västra Götaland
Göteborgs Kommun

PRO-BONO WORK

Mammas Källare
WonderLAN - Media and Promotion

Responsible for creating promotional artwork (poster), and informational slider before and during the event, often under great time pressure.

SOFTWARE SKILLS

PHOTOSHOP Fluent

LATEX Beginner

MAYA, PYMEL & MAYA API Intermediate

OPENGL & GLSL Intermediate

C++ & C# Intermediate

UNREAL ENGINE Beginner

QUALITIES

Kind - Ambitious - Creative - Versatile
Responsible - Fast Learner

THINGS THAT I DO WHEN I PROCRASTINATE

PLAY GAMES Ps1/Ps2-era retro games, among others

MAKE GAMES With and without Unreal/Unity Game Engine

DRAW Both digital & traditional drawings

SOLVES CUBES Rubik's Cube (3x3x3), Rubik's Revenge (4x4x4) and Rubik's Pocket Cube (2x2x2)

REFERENCES

References available upon request

PROJECTS (GAME DEVELOPMENT)

2014 **Kravall**
Cyber/jazz punk themed Real Time Strategy (at BTH)

2013 **Gnomination**
Garden themed Multiplayer Tower Defense (at BTH)