



## About Me

Game designer from Dalarna, Sweden, currently refining my craft at Playgroundsquad in Falun. Passionate about problem-solving, teamwork, and innovating in gaming. Seeking to translate my enthusiasm and curiosity into a hands-on internship experience.

## Experience

- UE5 & Blueprints
- Unity & C#
- Source Control - Git
- Scrum / Agile Workflow
- Collaboration

## Contact



+46 (0)72 720 3180



linus@braincurrent.se



linujern.github.io



lyens

# Linus Jernström

## Game Designer

## Game Projects

### MORRIS: Mortality Rate

6 Weeks

- Lead Design - in charge of game vision, meetings, scrum, decision-making, direction and presentations.
- Hands-on Designing - prototyping, iterative gameplay and user experience design.
- Systems Implementation - responsible for integration of integral gameplay systems and elements.

### Burglar | PSVR2

9 Weeks

- UI and UX Design - crafted immersive and engaging user interfaces for a seamless player experience.
- Implementation - responsible for programming and implementing interactive gameplay elements.

## Work Experience

### Board Machine Operator at Stora Enso, Fors.

Part of Shift Team D at KM2 between June 2021 - Aug 2021, as well as the following year, June 2022 - Aug 2022. Summer Job.

## Education

### KARLFELDTGYMNASIET, AVESTA

Technical Programme | 2019 - 2022

Received a grant for excellent studies

### PLAYGROUNDSQUAD, FALUN

Game Design | 2022 - Present

Fluent in English and Swedish