

# Kasper Mork Lunde

## Contact Information:

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## Summary:

Creative and detail-oriented game developer proficient in Unity and Unreal Engine. Experienced in integrating AI technologies, such as Flowise, to create engaging and immersive gameplay experiences. Excellent collaborator dedicated to bringing innovative concepts to life.

## Experience:

### Product Designer (AI Designer)

**Attensi, Oslo, Norway**

*Feb 2025 – Present*

- Integrated AI tools, particularly Flowise, to enhance user interaction and engagement.
- Conducted research and developed AI-driven prototypes improving product usability.

### Gameplay Developer

**Attensi, Oslo, Norway**

*Nov 2021 – Feb 2025*

- Developed interactive simulation modules using Unity and proprietary tools.
- Optimized product performance and improved user experience.

### Lecturer & Teaching Assistant

**Høyskolen Kristiania, Oslo, Norway**

*Oct – Nov 2020, Oct – Nov 2023*

- Taught practical skills in Unreal Engine and game design to classes of 12-14 students.
- Provided extensive project feedback to improve student outcomes.

### Gameplay & Network Programmer

**Hyper Games, Oslo, Norway**

*May 2019 – Dec 2019*

- Worked on acclaimed games including "Mørkredd" and "Mosaic," contributing significantly to gameplay and network optimization.
- Conducted rigorous QA to ensure high-quality releases

## **Education:**

### **Bachelor of Arts, Game Design**

#### **Høgskolen Kristiania, Oslo, Norway**

*Graduated July 2018*

- Thesis: Designed a 3D physics-based adventure game in Unity with a unique light-orb mechanic, demonstrating that innovative mechanics and world-building can re-engage players in familiar genres.
- My role: Gameplay Programmer, focusing on implementation of character controller, puzzles, game mechanics, animations and SFX.

## **Technical Skills:**

- **Game Engines:** Unity (Expert), Unreal Engine (Advanced)
- **Programming Languages:** C# (Unity, Advanced), C++ (Unreal, Intermediate), Flowise (AI, Advanced)
- **Development Tools:** Git, Fork, JIRA, JetBrains Rider, Visual Studio

## **Languages:**

- Norwegian (Native)
- English (Fluent, C2)
- Spanish (Intermediate, B1)
- Lithuanian (Beginner, A1)