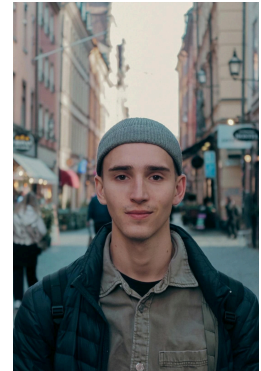


Resume



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About myself

I recently completed my Game Design program at Södertörn University, where I also built a solid foundation in computer science. My education and passion for the game program have equipped me with knowledge and skills that I look forward to applying in practice. I am open to learning new things and using my knowledge to develop a game.

Throughout my studies, I actively participated in projects, conducting testing of game prototypes and gaining a deep understanding of the key aspects to focus on to ensure high-quality gameplay and user experience. My experience includes:

Prototype Testing: Actively engaged in testing game prototypes, identifying and documenting bugs, and providing feedback on gameplay mechanics and user interface enhancements.

Game Experience Analysis: Understanding how various elements of a game interact with each other and impact the overall user experience. Ability to pinpoint issues such as unintuitive controls, game mechanics imbalance, and lackluster gameplay.

Feedback and Improvements: Actively discussed testing results with the team, offering constructive feedback and recommendations for enhancing gameplay and user experience.

Skills:

- Proficient in game design software such as Unity.
- Strong understanding of game mechanics, level design, and game balancing.
- Familiarity with scripting languages including C#
- Ability to create compelling narratives and engaging gameplay experiences'
- Excellent communication and teamwork skills, proven through collaborative projects
- Detail-oriented with a passion for innovation and creativity in game design

More information you can find here:

<https://github.com/LightOvie/LightOvie?tab=readme-ov-file>

Language skills

- Swedish - good knowledge in speech and writing
- Russian – native speaker
- Engelske – good knowledge in speech and writing