Christian Lundgren   CV

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EDUCATION

BFA in Game Design and Programming: Uppsala university, Visby   2019 - 2022
Natural Sciences program: Lundellska skolan, Uppsala   2014 - 2017

PROFESSIONAL EXPERIENCES

Summer camp leader: KFUM Alnäs, Uppsala   2018 - 2021
Postman: Bring, Uppsala   2019 - 2019

SKILLS

Game design
Co-designed several projects with shorter and longer development cycles.

Narrative design/Storytelling
Written an interactive story using Twine with more to come.

Scripting/Coding
Mastered the fundamentals of C++ and have applied them to projects using APIs such as SDL and Unreal Engine's API. Have used C# when working in the Unity game engine.

Software

Unreal Engine
Proficient in Unreal Engine's blueprint system and can use its C++ API at an intermediate level

Unity
Experienced in Unity's component-based scripting language and the engine overall

Languages

Swedish - Native language
English - Fluent
German - Native language