Notable Achievements

LBS Game Awards

Nominated for the LBS Game Awards 2017, 2018, and 2019.

Best of r/WritingPrompts 2019

Awarded for my short story "Picture of a Thousand Words" in the Reality Fiction category.

Professional Skillset

I'm motivated and joyful, with a drive to finish what I start. My active interest in games development stems from a combination of my creative, yet critical thinking as well as from my headstrong passion for my projects and the challenges they arise. Although I primarily focus on programming in C# and Unity, I have experience working in both C++ and Java. Throughout my years of study, I have developed my leadership and teamworking skills to the point where I actively lead the team when the situation requires it. I also have an understanding of asset creation and asset optimization.

Education

University of Portsmouth

Computer Games Technology BSc

2019 - 2023 (Current)

Focused primarily on programming, with a generalist set of skills including leadership, pre-production planning, 3D asset creation, and game design fundamentals.

LBS Lund

Technology Programme (16.52)

2016 - 2019

Studied in the design and product development branch, with a focus on games development. Focused on attention theory for the final year project.

Interests

Movies and Cinema

Writing

Story Games

Esports

Planning and Running Events

REFERENCES AVAILABLE ON REQUEST!

Experience

Programmer & Team Lead
Four Knights Inn
(Technical Game Development @ University of Portsmouth 2019-2020)

A party game aimed at children and pre-teens, created by a team of 8 in Unity. As team lead, I focused on having the project move smoothly throughout the process and to solve issues regarding motivation and time constraint when they arose. As a programmer, I focused on implementing the core gameplay loop, the minigames that had been designed, as well as importing assets and polishing the game to an acceptable level.

Game Developer
Delivery Demolition
(September 2019 - Ongoing)

A hobby project I'm working on between projects. Everything in the project is created by me, ranging from the assets and textures to the code and design.

Substitute Teacher
LBS Lund - Game Design and English
(August 2019 - September 2019)

Worked as a substitute teacher for first-year and second-year gymnasium students due to unavailability of the head teacher of those subjects. I taught the game design students about how to look for inspiration for their games, as well as thinking about how their games will challenge a player.

Programmer & Marketer
Caribbean Waters
(December 2018 - May 2019)

A sandbox party game developed as part of an entrepreneur course. As the programmer, my focus was primarily on the gameplay systems, including the player movement and interaction, shop system, quest system, and the ship systems. I also marketed the game and the company LowResViews UF on multiple social media platforms.