

# David Petersen

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## Profile

Welcome to my CV

I am a simple person that likes to spend their days in a calm manner. When I work in smaller groups I don't tend to be the one that wishes to lead the group but if I realise that the group lacks a leader then I am usually the one that steps up to the task. I have during my studies realised that the most fun for me in projects is troubleshooting. Meaning finding problems and then trying to solve them. Apart from that I also tend to be good at making my work easier by structuring it, being punctual and I have a very strong common sense.

During my weekends I spend time on developing my game dev skills. I aspire to be a level designer in the future so I'm trying to learn a lot of different techniques for both 2D and 3D game development.

## Game Dev Experience

Global Game Jam 2022

Cat's Eye – Lead Level Designer & UI Designer

Chilltime – Game User Experience intern – Project leader

august 2021 – january 2022

Unordinal – Market research intern

may 2022 – june 2022

Sahlgrenska University Hospital – Serious Games project – Lead Level Designer & Game Designer

september 2023 – december 2023

## Education

Bachelor of Systems Science, University of Skövde

september 2018 – june 2021

Master's in game development (Current studies), University of Skövde

september 2021 – june 2023

## Skills

Programming and scripting (C++, C#, JavaScript, Java, PHP) | Level Design | Game Design | Serious Games | Game User Experience |

Unity | Unreal Engine 5 | GameMaker |

Polish | English | Swedish |

Excel | MySQL | HTML & CSS |