

Anthony Eriksson

Game Developer

Portfolio www.anthonyeriksson.com
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Skills

Tools

Visual Studio, Pycharm, IntelliJ, Git, Svn, Unreal Engine, Unity

Programming Languages

C/C++, C#, Python, LUA, Java, MEL

Experience

King / Developer

August 2017 - Present, Stockholm- king.com

- Developing Meta features. (rewards, boosters, lives, quest system, character collection)
- Assisting in creating Liveop events that would run for a limited amount of time.
- Integrating new Ad tech, creating new ads features and creating/maintaining autotests for ads.

Education

The Game Assembly / Advanced Higher Vocational Education Diploma in Game Programmer

2015 - 2018, Malmö - www.thegameassembly.com

Additional Experience

Nordic Game Conference / Volunteer Staff

2016 - 2017, Malmö - conf.nordicgame.com

Soft Skills

Communication | Teamwork | Flexibility | Problem Solving |
Self-management | Curiosity | Organization | Agile

Language

Swedish / Native language

English / Full professional proficiency