

# EXPERIENCED GAME DESIGNER

## ANDREAS LARSSON

### ABOUT ME

I am a Game Designer with 7 years of experience in the industry at the company Pieces Interactive. The projects I've worked with includes the dlc's, **Ragnarök** and **Atlantis**, for the classic ARPG **Titan Quest**, as well as the re-imagined entry of the survival horror game **Alone in the Dark**, released 2024.

## Education

### FOLKUNIVERSITETET

Game Design/Scripting  
Higher Vocational Education  
Sep 2015 - Jun 2017

### KYH GÖTEBORG

Software Testing  
Higher Vocational Education  
Okt 2012 - Jan 2014

## Contact

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### Email

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### Portfolio

www.portfolio.com

### LinkedIn

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## References

### Robert Lazic

Managing Director at Pieces  
Interactive  
robertlazic1980@gmail.com

### Tobias Karlsson

Design Coordinator at Pieces  
Interactive  
tobias@tobiart.com

## Experience

### Game Designer

2017 - 2024 Pieces Interactive, Skövde

Level design have been my main focus but I've also worked with quest design, puzzle design, etc.

## Skills

Level Design / Blockout

Combat Encounter Design

Event Scripting

Game System Design

Level Set Dressing

Balancing

## Software & Tools

Unreal Engine

Confluence

Hansoft

Visual Studio

Perforce

Git

## Merits

### Language Proficiency

Swedish (Native), English (Fluent)

### Drivers License

B, AM