

Simon Almkvist

Game Designer

OBJECTIVE

With a passion for all things design, I hope to bring my versatile interests and natural thirst for knowledge to all the projects I contribute to. I'm currently working on my bachelor's degree project at the University of Skövde, while searching for opportunities to level up as a designer.

PROFESSIONAL EXPERIENCE

January 2016 - December 2016

Crew Member, McDonald's

I worked as a crew member at McDonald's in London. I completed the company's internal education regarding "quality, service, cleanliness and value" that was required for a promotion to *crew trainer*, but left the job before said promotion because of an increased study intensity and workload.

EDUCATIONAL BACKGROUND

September 2018 - June 2021

Computer Game Development - Design, 180 credits, University of Skövde, Sweden

An interdisciplinary programme with units in game design, creative and scientific writing, programming as well as user experience design.

September 2017 - June 2018

Web Design, 60 credits, University West, Sweden

A collection of units in web development, photography and user experience design.

October 2016 - June 2017

Arts and Sciences, 60 credits, University College London, United Kingdom

An interdisciplinary programme with a vast amount of electives, such as research methodology, mathematical thinking, languages, sciences and programming.

August 2012 - June 2015

Natural Science Programme, Nils Ericsonsgymnasiet, Sweden

Upper Secondary School with a biotechnological orientation.

SKILLS & TRAITS

Languages: Swedish (native), English (professional proficiency)

Programming: HTML & CSS. Currently learning C#

Software: Adobe Photoshop, Google Docs, Microsoft Word, Unity

Traits: I'm organized and punctual, good at viewing things from differing perspectives, and I naturally assume leadership roles if there is no assigned leader