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GAME DESIGNER CV

SIMON ALMKVIST

OBJECTIVE

With a passion for all things design, I hope to bring my versatile interests and natural thirst for knowledge to all future endeavours. I'm currently working on my bachelor degree project at one of Sweden's foremost game development oriented universities, while searching for opportunities to level up as a designer.

EDUCATION

September 2018 - June 2021
Computer Game Development - Design, 180 credits, University of Skövde, Sweden
An interdisciplinary programme with modules in game design, programming, creative and scientific writing as well as user experience design.

September 2017 - June 2018
Web Design, 60 credits, University West, Sweden
A collection of modules 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.

WORK 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.

SKILLS

Languages	Swedish (native), English (fluent)
Programming	HTML & CSS (intermediate), C# (self-taught)
Software	Adobe Photoshop, Google Workspace, Microsoft Office, Unity
Traits	Organisation, punctuality, problem solving, leadership, flexibility and creativity.