

## GAME DESIGNER RESUME

# SIMON ALMKVIST

## 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.

## 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.

## EDUCATION

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.

## SKILLS

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|-------------|---|
| Languages   | Swedish (native), English (proficient)  |
| Programming | HTML & CSS (intermediate), C# (self-learning)   |
| Software    | Adobe Photoshop, Google Workspace, Microsoft Office, Unity  |
| Traits      | Organization, punctuality, problem solving, leadership, flexibility and creativity.<br>I'm also good at viewing things from differing perspectives. |