

2013-03-13
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Portfolio: www.makegame.se

Working Experience

2010 – 2011 | **Team Leader Whitegoods**

Media Markt – Västerås
(www.mediamarkt.se)

- Responsible for a turnover of 70 million.
- Responsible for 13 employees, their wages, schedules, education and sale goals.
- Responsible for all the marketing regarding white goods including budget, layout and products.
- Responsible for the purchasing strategy distributed among 80 suppliers
- Increased white goods house share from 16% to 22%

2007 – 2010 | **Assistant Team Leader IT department**

Media Markt – Västerås

2003 – 2007 | **Store Employee**

(www.elgiganten.se)
Elgiganten – Västerås

Project Experience

-The Game Assembly

First Person Shooter	-“Sangre Por Sangre” (2013)
Real-time strateg	-“Red Meat” (2013)
Space Shooter	-“Roche Limit” (2013)
Turn-based strategy	-“Red Earth” (2012)
Shoot'em up	-“Disobediance” (2012)
Point-and-click	-“Out of Time” (2012)
Interactive Fiction	-“Locura” (2012)

Education

2011 - (Current) | **The Game Assembly**

(www.thegameassembly.com)
- Game Development

2004 - 2006 | **Mälardalens Högskola**

(www.mdh.se)

- Computer Science with a focus on game development

2003 - 2004 | **Mälardalens Högskola**

- MSc Computer and Electronics

1999 - 2002 | **Wenströmska Gymnasium**

- Teknikprogrammet, Focus Automation and Robotics

Programming

C++	(Very Good)
OOP	(Very Good)
Linear Algebra	(Good)
C#	(Good)
Lua	(Good)
AI	(Good)
Network	(Good)
DirectX & HLSL	(Good)
Debugging	(Good)
Optimization	(Good)
Python	(Average)
Java	(Average)
C	(Average)
Scripting	(Average)

Languages

Swedish - Fluent
English – Very Good

References

By demand

Other

Drivers license