SIMON OLIVECRONA

GAME DESIGNER

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EDUCATION

Game Design
Future Games 2020 - 2022
- Vocational school, where learning by doing is emphasized.
- Teamwork, adaptability and communication is tested during in-school game projects.
- Courses held by industry specialists, teaching in different design disciplines.
- Additional focus on Level Design

Acting for Film
New york film academy 2017 - 2018
- Los Angeles One Year Acting for Film
- Included acting in short-films, directing and working on sets.

PROJECTS

Last Breath & Ceda Fever
- Left 4 dead 2 campaigns. Action, FPS

`Source Engine` `Scripting` `Game Design` `Level Design`

ShardZone
- Third Person, Action Adventure

`Unreal Engine` `Blueprints` `Game Design` `Level Design`

Dreamwalker
- Third person, Point and Click adventure

`Unity` `Product Owner` `Game Design` `Level Design` `Ui Design`

NeonTilt
- Arcade game, inspired by Arkanoid

`Unity` `Product Owner` `Game Design` `Level Design` `Tech design`

Downtown Runner
- Infinite runner, with procedurally generated levels, pickups and obstacles.

`Unreal Engine` `Blueprints` `Game Design` `Tech design`

EXPERIENCE

IT-Support
Eweave | Aug 2022-Present
- Emulation and control of users in journal systems.
- Control of different authentication functions via active directory, SAML etc.

Sales Assistant - Seasonal
Sephora | Jun 2022-July 2022
- Perfume advisor and salesperson

Sales Assistant - Seasonal
Åhlens | Apr 2019-2022
- Working in the perfume department.
- Recommending and selling customers new perfumes
- Approaching different target groups and generating new interest among customers

Driver and field agent
Submit | Nov 2018-Feb 2019
- Delivered products all over Stockholm
- Installed products for customers on site.
- Handled missed deliveries and removed products customers no longer had use for after events etc.

Substitute Teacher
Bemannia | Apr 2017-Sep 2018

SKILLS