

CV - Andreas Nilsson

Contact info

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My goals

My short-term goal with the internship is to further develop my skills and better learn the game design job, on the long term I wish to work as a lead designer on a AAA production.

My abilities

My strongest quality is that I am really stubborn and never gives up, also I have a strong analytical sense and manages to keep my head cool during stress.

Professional experience

<i>Profession</i>	<i>Employer</i>	<i>Year</i>
Technical Support	Helpdesk data	2008-2008
Cleaner	Sodex Ho	2006-2007

Formal education

<i>School</i>	<i>class/course</i>	<i>Year</i>
Playgroundsquad	Game Design	2009-
Soltorgsgymnasiet	Computer, IT	2002-2005

Languages

	<i>Written</i>	<i>Spoken</i>
Swedish	Native	Native
English	Excellent	Fluid

Computer and software experience

I am well-versed in both hardware and software, and thanks to my interest for computers I am quick to learn new software.

<i>Program</i>	<i>Knowledge</i>
Autodesk Maya	Basic
Autodesk Mudbox	Basic
Photoshop CS	Good
Power Point	Good
Multimedia Fusion	Good
Hansoft	Good

Additional experience

I have a drivers license for private car.

On my spare-time I play warhammer 40k, I both convert my own models and paint them which takes alot of creativity.

Lately I have also taken the role as dungen master when roleplaying.