



ERIC NYLANDER

Level Designer

Education

The Game Assembly Level Design 2022- ongoing

- Gained experience in teamwork and collaboration with different disciplines.
- Learned different engines for example Unreal Engine, Unity and also engine that the programmers has med

University of Gothenburg Japanese and Asian Movie Culture 2018- - 2020

- Learned different movie techniques, compositions and storytelling used in East asian films
- Studied the Japanese language, writing and speaking.

Ljud och Bildskolan Game Grafik 2015 -_2018


- Learned to use Photoshop and Unity.
- Learned about color theory, planning and perspective.

Work Experience

HjälpmiddelsCentralen Västra Götalands Regionen 2020 - 2022

- Hjälpmiddelscentralen is a an assitive technology center and I worked in the warehouse

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About Me

I'm passionate about combining gameplay and story.

I love to work with others and have fun together.

I love to create experiences.

Languages

- English Fluent
- Swedish Native
- Japanese NT 3

Skills

Level Design Narrative
Game Design Single Player
Level Art Multiplayer
Scripting Working Agile
Blueprints
Scrum

Software Skills

