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Andreas Nilsson

WORK EXPERIENCE

Security Guard, G4S Aug 2014 / Dec 2014, Stockholm

For my time working at G4S I learned a great deal of discipline and how to be able to work odd hours from day to day. It also taught me that even though a task can be rough and unrewarding at times, if you stick through it and don't give up everything will be better in the long run.

Caretaker, Strängnäs Kommun May 2015 / Jul 2016, Åker, Södermanlands län

Working in this type of job I learned the importance of working together as a team utilizing teamwork to create a better result and work environment.

EDUCATION

2019

Bachelor, Södertöms HögskolaFlemingsberg, Stockholms län

Throughout this education I studied and learned how to Design, script in C# and create games with unity engine.

Will graduate in the fall of 2021

BSc Marketing, Future GamesStockholm, Stockholms län

While studying at future games I have learned how to work in the Unreal Engine as well as blueprinting. Having earlier design knowledge and experience through my bachelors degree in scripting and design I still feel like my knowledge has greatly expanded at future games in game design in general.

Södertälje, Stockholms län

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Driving licence
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SKILLS

Communication: Advanced level
Punctuality: Expert
Teamwork: Expert
Critical Analysis: Advanced level
Unity Engine: Advanced level
Unreal Engine: Advanced level
C# Scripting: Intermediate
Project management: Expert

LANGUAGES

English
Fluent
Swedish
Native

About Me

My main area of expertise would be being a generalist in game development. I find interest in all aspects of creating a game and therefore even though I study mainly design I also do modeling in blender as well as rigging and animating if needed.

If you are interested in seeing more of what I've done check out:

Portfolio: <https://andreasnilssongamedev.com/>

Artstation: <https://www.artstation.com/artsouls>