CV

Summary

- Five years of professional experience as game developer
- Tech Designer / UX designer alongside engineer in some projects
- At other times always working closely together with designers
- Strong design notions and sensibilities
- Experience with Unreal, Unity, console, PC and mobile
- Previous side career within eSport and as Game Expert in TV show
- Hobby Youtuber releasing creative game content
- Driven, passionate entrepreneur with leadership potential

Experience as developer

AI Tech Designer & Engineer   Nvizzio Creations, April 2015 – Present

- *Worked on RollerCoaster Tycoon World*
- *Tech designed core AI systems such as pathfinding, goal planning, thoughts, notifications and emotes*
- *Helped out with various gameplay and UI features across the board*

Gameplay Programmer   Eidos Montréal, August 2014 – Jan 2015

- *Hand-picked as gameplay specialist to a later canceled project within the Deus Ex franchise*
- *Working with the Dawn engine, programming C++. Using Perforce, Hansoft and Jira*

Gameplay Programmer   WB Games Montréal, January 2013 – July 2014

- *Coding gameplay on broad level: controllers, camera, movement, UI, AI, animations, interactions*
- *Putting together assets such as meshes, animations, visual effects, cinematics and sounds into level design objects, characters and the game flow*
- *Working closely with designers to actualize their vision*
- *Working in Unreal Engine, programming C++ and Unrealscript. Using Perforce and Jira*

  Projects:
  - *Batman Arkham Origins (PS3/Xbox360/PC). Core fight system, upgrades, weapons, boss fights*
  - *A Cold, Cold Heart Story DLC*

Gameplay Programmer   Net Entertainment, April 2011 – Dec 2012

- *Coding the gameplay and engine of web and mobile games (Java)*
- *Working agile and close with UI team, artists, sound designers, products owners and testers*
- *Responsible for quickly debugging and fixing bugs in live games*
- *Making prototype games in Unity*

Software Developer Consultant   Omegapoint, Dec 2010 - April 2011
Worked as programmer consultant

Game Architecture Researcher   bwin Games, Aug - Oct 2010
Wrote thesis about plug-in development and gave recommendations about it for an online gaming platform

Gameplay Programmer   Really Evil Empire Productions, Nov 2008-May 2009
Coded gameplay & UI (C++, Lua) for 3D RPG SnowHard in a 30-dev strong student/indie studio.

IBM Virtual Worlds UX Design & Engineer   IBM Almaden Research Center, San Jose, Jun 2008-Aug 2008
Researched how to use 3D MMO:s such as Second Life in new ways. Designed UX and programmed tools.

Other game industry experience

Public Relations Manager   Booster & StrayCat Studios, Aug 2009 - Jan 2010
Promoted PC game Dynastica; press contacts, showcase design, hosted events for visitors and spoke onstage

TV show Game Expert   MetroTeknik, Jun 2007-Sep 2007
*Starred as game expert, responsible for all content (script, pictures, video clips, guests) in my part of the show.
Designed the timing composition of when myself, clips and graphics are shown.*

eSport Project Manager   Femina United & Nordic Gamers, Apr 2004-May 2010
*Responsible for booth, competitions and partner relations at huge game events (DreamHack - the world's then largest
LAN-party). Was head admin for e-sport tournaments and hosted competitions onstage. Did design for booth,
brochures and t-shirts.*

Education

Bachelor of Science in Engineering -   Royal Institute of Technology (KTH), 2006 -
Computer Engineering - Computer Technology, Software and System Development

Other design related experience

- Web pages (ventria.se)
- Designer, artist and engineer of hobby games such as Star (trailer)
- Twitch profile design (twitch.tv/mejerwall/profile)
- Three year long series of scenic photography on Instagram (instagram.com/mejerwall)
- Hobby Calligrapher since 15 years
- Youtube Game Video series producer, artist, designer, sound mixer and actor
  - Storyboarding pre-production (link to powerpoint)
  - Final product (Diamond Duos on Youtube)

Software experience

- Microsoft Office suite
- Adobe Photoshop
- Game Engines such as Unity, Unreal
- Sony Vegas Pro, Xsplit Broadcaster