



Christoffer Carlsvärd

Technical Game Designer



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Christoffer Carlsvärd



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Reference

Ian Hudson

Climax Studios

Project Game Director

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Profile

I'm a performance oriented, thorough, organized and supportive Technical Designer with a generalist background who enjoys creating prototypes, setting up comprehensive systems and experimenting with mechanics. I enjoy solving problems in creative ways, feedback ideas back and forth and see them come to life while working closely with other disciplines, learning and inspiring each other. I'm sure I can bring a lot of enthusiasm, curiosity and positivity to the table.

Experience

September 2023 - April 2024

Junior Technical Level Designer, Climax Studios - Portsmouth

- Proposed, designed, prototyped and implemented puzzle gameplay, player abilities and world interactions
- Planned and iterated on our puzzle progression rollout
- Designed areas utilizing my puzzle gameplay
- Technical design documentation to take the prototypes to functional

2016 - 2017

IT-Support, Allerum School and Preschool

- Organized and took care of the schools computer and systems
- Support for IT-related issues

Education

2021 - 2024

The Game Assembly, Malmö Level Design

- Studied game development with focus on Level Design
- Specializing in Technical Design

2020 - 2021

Skurups Folkhögskola, Malmö Game Design

- Studied both digital and analog game design
- Entrepreneurship
- Gameplay programming

2008 - 2011

Tycho Brahe Gymnasium, Helsingborg Technology - Architecture

- Technology program
- Architectural orientation

Proficiencies

- Level and Game Design
- Technical Design
- Unreal, Unity, Godot and GMS2
- Programming
 - Kismet Visual Scripting
 - C++
 - GML
- Agile practices
 - Scrum
 - Confluence
 - Jira
- Version control
 - Github and Perforce
- Blender and MagicaVoxel