

VIKTOR UPPMAN

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Skills

- Gameplay Design
- Systems Design
- Level Design
- Project Management

Scripting

- C# (Intermediate)
- Python (Intermediate)
- Lua (Low)

Software

- Unity
- Unreal Engine 4
- PhotoShop
- Draw.io
- Maya
- Microsoft Office
- Google Suite

Languages

- Swedish (Native)
- English (Advanced)

Work Experience

Rovio Entertainment (Feb 2019 – Present)

Junior Game Designer, live ops Stockholm, Sweden

I joined the Angry Birds 2 team as an intern, and later on made the step up to become junior. At Rovio I've touched upon most areas of design, such as Gameplay Level, Systems, Economy and UX Design.

Education

PlaygroundSquad (Aug 2017 – May 2019)

Game Design Falun, Sweden

At PlaygroundSquad I gained an Advanced Higher Vocational Education Diploma in Gaming Experience and Game Development, with a focus on Game Design.

Game Projects

Station Five (9 Week Project, PS4)

Gameplay Design & Project Management

Station Five was my graduation project at PlaygroundSquad. The game is a first-person horror game, set on an antarctic research base.

I did Gameplay Design and Project Management.

Runners (5 Week Project, PC)

Gameplay Design & Project Management

Runners was my first game project at PlaygroundSquad. It is a parkour party game, where the players aim to achieve as many points as possible.

I did Gameplay Design and Project Management.