



# Anders Petersson

## Level Designer

### Summary

My name is Anders Petersson and I am currently working as a level designer at Starbreeze Studios in Stockholm Sweden. As a person and a colleague I am social, easygoing and reliable. I have a high work ethic and always aim to deliver high quality work. I am not afraid to take the initiative and to take on new tasks and challenges. I have a big interest in music, games and graphical design and that is what I usually do in the pass time when I'm not with friends and family.

### NAME & CONTACT INFORMATION

Anders Petersson

### TELEPHONE

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### E-MAIL

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### SKILLS

- Level Design
- Scripting
- Visual Scripting
- Set Dressing
- Agile Scrum Methods
- C#

### SOFTWARE

- Unreal Engine
- Unity
- Diesel
- Defold
- Adobe Photoshop

### LANGUAGES

- Swedish- Native
- English-Fluent

## Game Projects

2017-CURRENT

### PAYDAY 2

I am currently working as a level designer on payday 2, that entails designing various different aspects of a level in different stages. Each level is carefully created by deciding a narrative and a setting and designing the objectives around it. After that a 2d mockup is created which the 3d mockup is designed after. Combat and other gameplay elements like stealth gameplay is added and iterated over a period. During the entire creation of the level good communication and teamwork is required with almost every other discipline on the team.

2016

### ROPES ADVENTURE

Ropes Adventure was a seven week game project made in Unity. It was made with inclusiveness in mind as a special assignment. The game was an adventure platform with a grappling hook as it's key mechanic. The game was about a red panda cub trying to find his/her adventurous grandfather lost somewhere in the mountain temple ruins. On this project I worked as a level designer and scripted in C#.

Ropes Adventure won "The Swedish Game Awards 2017" both as "Game of the Year" and in "Best Execution in Design"

2016

### SKYLAR & PLUX

During the autumn 2016 I did some level design contributions on Ratchet & Clank inspired platformer game for PC & Xbox one Skylar & Plux.

2015

### LAST OF MY KIND

Last of my kind was a two week game project made in Unreal Engine 4 where i did most of the scripting. The game was about a panda trying to survive unending waves of poachers trying to end your kind. I mainly worked on the AI system, Combat and health as well as pickups. This project was especially well received by the jury consisting of people from the industry.

## Education

2015-2017

### **FUTUREGAMES VOCATIONAL EDUCATION - GAME DESIGN**

I studied game design at Futuregames in Stockholm from 2015 until 2017 . I choosed to specialize in scripting and level design.

2009-2011

### **C3L VOCATIONAL EDUCATION - WEB DEVELOPMENT WITH A SPECIALIZATION IN "RICH INTERNET APPLICATIONS"**

During my time at C3L I got an opportunity to refine my skills in Adobe Photoshop & I learned how to work in Agile Scrum methods. During the education we learned to work with Flash and Microsoft Silverlight using ActionScript, Java and C#.

2005-2008

### **FREDRIKA BREMER COLLEGE - TECHNOLOGY WITH A SPECIALIZATION IN PROGRAMMING/ELECTRONICS**

During my time in upper second-school I got introduced to basic programming in C++ and Web-development in Html5 & Css.

## Other Experience

### **QA TESTING ON THE SOLUS PROJECT**

In the fall of 2015 I did some QA on the Solus project.

### **FOCUS TESTING AT FATSHARK**

I tested "Warhammer: Vermintide" on-site in a small group and provided feedback in 2015.

## Previous Jobs

2013-2015

### **SYSTEMBOLAGET**

From 2013 until 2015 I worked in the Swedish alcohol monopoly where I learned the register system Extenda.

2011-2013

### **HOMECARE SERVICE - HÖKARÄNGENS HEMTJÄNST.**

From 2011 until 2013 I worked in the home care service where I especially learned how to work with different kinds of people, how to prioritise and coordinate under pressure and how to handle stress.

References are provided on request.