Lucas Olsson
GAME DESIGNER

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EDUCATION

Forsbergs Skola
2021-2023
Game Design
400 YHP

Södertörns University
2016-2019
Business Studies A,B,C (90 hp)
Entrepreneurship: Theory & Practice (90 hp)

DESIGN SKILLS

Game Design
Level Design
UX Design
Documentation
Scrum
Project Management
Teambuilding/Teamwork

OTHER SKILLS

Social Skills / Communication
Entrepreneurship
Public Speaking
Simpler Accounting

LANGUAGES

Swedish (native)
English (fluent)

PROFICIENCIES

Unity Engine
- Prototyping/ProBuilder
- Level Design/Terrain Tool
- C# Scripting

Figma
- UX Design
- UX Prototyping

Blender
- Exporting files to Unity

Office   github   Ai   Id   Ps

Canva   Trello

SELECTED PROJECTS

"Little Light"
3D ARPG - 6 weeks group project

Responsibilities
Level design
System design
Game design documentation
Scrum master

"Sparly"
Economy application - 3 months internship on 25%

Responsibilities
Gamification
UX design for challenges
UX design for notifications
UX documentation

OTHER WORK EXPERIENCE

"Drivhuset Stockholm"
Business developer and lecturer - 2019-2021

Responsibilities
1-on-1 business meetings with startups
Lectures in entrepreneurship
Project management

"Hack Your World"
Hackathon for gymnasium students - 1 year project

Responsibilities
Project leader
Project management
Gather participants
Documentation

"Spelkojan"
Business owner - 2017-2019

Responsibilities
Everything