



Felix Eriksson

Gameplay Scripter & Designer

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Portfolio: felixeriksson.se

Skills

Software

- Unreal Engine 4
- Unity3D
- Visual Studio
- Perforce
- JIRA

Technical

- C#
- Blueprint Visual Scripting

Language

- Swedish (Native)
- English (Fluent)

Education



FutureGames

Higher Vocational Education in Game Design, Stockholm (2017 - present)

FutureGames is the leading game design education in Stockholm. It is designed in collaboration with people from the games industry to make sure that it fits the industry's demands.

During the education I have participated in several game project where I've focused on gameplay design and scripting.

Game Projects

Heading Home

Gameplay Designer & Lead Scripter (Q1, 2018)

A platformer made in Unreal Engine 4 in 4 weeks. I worked as a gameplay designer on the project and was responsible for scripting the main gameplay mechanics of the game.

CoDependence Day

Gameplay Designer & Lead Scripter (Q2, 2018)

A Co-op party game made in Unity 2018 in 7 weeks. I worked as a gameplay & system designer and was responsible for scripting most of the integral systems in the game as well as the character movement and interaction.

Additional Experience

- I held a course in the basics of Unreal Engine 4 for youths at Tekniska Museet in Stockholm. (Q4 2017)