



Felix Eriksson

Technical Designer

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Portfolio: felixeriksson.se

Skills

Software

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

Technical

- C#
- Visual Scripting

Language

- Swedish (Native)
- English (Fluent)

Work Experience



Coffee Stain North

Game Design Intern, Stockholm (2019 - present)

Coffee Stain North is Coffee Stain's Stockholm-based developer branch. Historically, the company has worked on downloadable content for Goat Simulator as well as creating their own game, A Story About My Uncle.

During my time at Coffee Stain North, I have worked on an unannounced project, using Unreal Engine 4 which has given me experience as a designer as well as scripting in blueprints and working with online multiplayer.

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 technical design and scripting.

Additional Experience

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