



Felix Eriksson

Technical Designer

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Portfolio: felixeriksson.se

Skills

Software

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

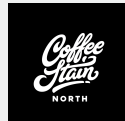
Technical

- C#
- Visual Scripting

Language

- Swedish (Native)
- English (Fluent)

Work Experience



Coffee Stain North

Game Design Intern, Stockholm (January 2019 - August 2019)

Game Designer (August 2019 - Present)

- Prototyping, finalization and implementation of content.
 - Participated in design discussions for various parts of the product.
 - Created editor tools for level designers.
 - Worked on multiplayer.
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Education



FutureGames

Higher Vocational Education in Game Design, Stockholm (2017 - 2019)

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)