



# Felix Eriksson

## Technical Designer

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Portfolio: [felixeriksson.se](http://felixeriksson.se)

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## Skills

### Software

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

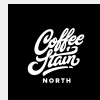
### Technical

- C#
- Visual Scripting

### Language

- Swedish (Native)
- English (Fluent)

## Work Experience



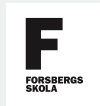
### Coffee Stain North

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

Game Designer (August 2019 - February 2019)

#### Technical Designer (February 2019 - Present)

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



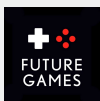
### Forsbergs Skola

Lecturer, Unity Scripting (January 2020 - January 2020)

Course teaching the basics of Scripting in Unity using C#. I was responsible for holding the course, which included lecturing about the subject, mentoring students as well as handing out & correcting tasks.

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## Education



### FutureGames

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

Two year long vocational education in game design, focused on practical work emulating working in the industry with courses being led by industry professionals. During my education, I focused on technical design & scripting.

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## Additional Experience

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