



Felix Eriksson

Technical Designer

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Portfolio: felixeriksson.se

Skills

Software

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

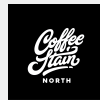
Technical

- C#
- Visual Scripting

Language

- Swedish (Native)
- English (Fluent)

Work Experience



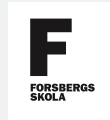
Coffee Stain North

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

Game Designer (August 2019 - February 2019)

Technical Designer (February 2019 - Present)

- Prototyping, finalization and implementation of content.
- Creating editor tools for level designers.
- Work on multiplayer, replicating features & content I've worked on.



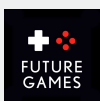
Forsbergs Skola

Guest Lecturer, Unity Scripting (January 2020 - January 2020)

Guest Lecturer, Unreal Engine 4 Basics (August 2020 - September 2020)

I've held two courses at Forsbergs skola for their game design vocational education, teaching the basics of scripting in Unity and the basics of using Unreal Engine 4.

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.
