Jacob Tjernström

Level Designer

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Portfolio • LinkedIn • Twitter

My biggest strength as a designer lies in analyzing problems, exploring creative solutions and communicating my ideas to the rest of the team. I'm very ambitious and you will often find me asking myself 'how do we take this one step further?' to generate the best possible result.

After 2 years of level design education at The Game Assembly in Malmö, I'm currently looking for internship as a game or level designer from September 2020 - April 2021.

SKILLS

- Level design
- Game Design
- Tech/System Design
- Visual Scripting
- Agile Development
- C#

SOFTWARE

UNITY
MAYA
VISUAL STUDIO
UNREAL ENGINE 4
ADOBE PREMIERE
ADOBE PHOTOSHOP

REFERENCES

Available upon request

EDUCATION

2018 - 2020
LEVEL DESIGN
The Game Assembly
Advanced Diploma

EXPERIENCE

2013 - 2020
WAREHOUSE MACHINE OPERATOR
Skånemejerier | Malmö. Sweden

2011
SLOT MACHINE TECHNICIAN
Link Industrial | London, UK

2010 - 2013
MILITARY REGIMENT GUARD
Swedish Armed Forces | Halmstad, Sweden

2006 - 2010
THEATRE LIGHTING DESIGNER
Malmö Amatörteater Forum | Malmö, Sweden

EXTRA-CURRICULAR ACTIVITIES

2019
CONFERENCE VOLUNTEER
Nordic Game Conference