




JACK BERGGREN-ELERS

Game Designer

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EDUCATION

Youth Leader education

*Swedish Church – Solna Congregation
(2008-2010)*

EL/IT-programmet

NTI-Gymnasiet Odenplan (2009–2012)

Bachelors program in game development

Stockholm University (2012-2015)

Game Design

Futuregames Academy (Since 2016)

SKILLS

Software

*Unity Engine (tools and scripting)
Unreal Engine (tools and scripting)
Version control (SVN, Perforce, etc.)
Photoshop & Lightroom
Web platforms (Wordpress, Tumblr)*

Languages

*Native speaker of Swedish
Fluent speaker of English
Decent understanding of French*

Teams and projects

*Scrum & agile development
Group psychology
Presentation techniques
Motoric pedagogy*

EXPERIENCE

Svenska Kraftnät – IT Support

Svenska Kraftnät is the Swedish governmental authority on electrical infrastructure. I was on the IT team, providing first line support to both my department and other departments at the company. (2009)

Swedish Church – Youth leader

As a youth leader in the Solna congregation I worked together with other leaders taking groups of confirmees through the confirmation process. I was also helping in the church café. (2009-2012)

Mårten Levin, Photographer – Assistant

Assistant and intern for a freelance photographer. I helped during photoshoots and did web design and development. At the same time, I learned about photography in both artistic and professional capabilities. (2012)

PROJECTS

Level & game designer- Turbo Trout

Turbo trout is a Sidescrolling racer game, and it was the result of the first game project at Futuregames.. This was my first time using the Unreal Engine. Apart from participating in conceive and prototype the gameplay, I was also the sole Level Designer of the project. (2016, 2 weeks)

Game Design & Scripting -

SecTech Employment Trials

SecTech Employment Trials is a puzzle game and my first VR project, and the second project done at Futuregames. The game is about repairing defective objects using unorthodox methods. In this project, I was primarily designing and developing the core gameplay, as well as scripting some of the features in the Unreal Engine. Secondarily, I developed the backstory and provided scriptwriting and Voice-over work for the game. (2017, 4 weeks)

Management/Design/Scripting - Raskol

Raskol is a strategical action game where the player controls two siblings in Russia during the interwar period. It was the final game project at Futuregames. In this project, I was the project manager and lead designer, taking responsibility for the conceptualization and development of the gameplay. As project manager, I made sure together with a scrum master that the team followed an agile process, along with creating tasks and assigning priorities. Apart from this, I also had a direct hand in the development, scripting the behavior of the enemies and developing sound effects to use in the game. Furthermore, I sourced the game's voice actors, wrote their lines and directed the recording sessions. (2017, 7 weeks)

OTHER

Level Design – Luftahraan

Luftahraan is a mod for The Elder Scrolls V: Skyrim which had the intentions of adding an entire new city complete with inhabitants and quests to the game. I started helping with level design during the projects early days, when it was still an open community project. Together with some other people we turned into a more serious mod project with a fixed team. (2012)

Quality Assurance – Cities: Skylines

As part of a course in Quality Assurance, I worked together with my peers and employees from the Paradox QA team to find and report bugs and gameplay errors in the game Cities: Skylines (2016)

Board member and instructor – SPIFF

Since 2015 I have been acting as co-instructor for the historical fencing group SPIFF (Stockholmspolisens Idrottsförening fäktning). As a co-instructor, I help develop the curriculum together with the main instructor, along with coaching students at trainings in historical European martial arts (HEMA). I have also been part of the board since 2015, and together with board and club members I have arranged club exhibitions and museum visits and lectures. (Since 2015)

ACCOMPLISHMENTS

- Won gold medal at the competition “Vasaslaget” in 2017, in the mixed longsword division.
- Won the Stockholm Architectural Museum gingerbread-house baking competition in 2006.