

Professional Experience

Basset AB **Solution Consultant** **2011 – 2014**

*Basset works within the **Telecom** industry. I was responsible for **designing** customized solutions for the client's current roaming and mediation systems. This was done using a visual **logic programming language** built in-house. I also performed **QA** on new versions of the software and assisted developers with building new **format modules** based on existing specification documents. I implemented the new modules using a **C-based API**.*

Xpeedio Support Solutions AB **2nd Line Support** **2007 – 2011**

*I was responsible for solving client issues within short **deadlines**. I managed QA sessions and built customer relations with key clients such as Tele2. I also helped Xpeedio **develop** an application to **visually** represent customer support lines on the company's digital phone system around big screens in the office.*

Education

Futuregames Academy **Game Design Program** **2014 - Present**

*I specialized on **Gameplay Programming** and **Systems Design**. I made 3 game projects over the course of 1 year, our second project (*The Hungry Maw from Outer Space*) was nominated **Game of the Year** by Swedish Game Awards 2015.*

Royal Institute of Technology **Electronics Program** **2003 - 2006**

*I studied **Electronics** and **Communication**. It focused on construction of electronic equipment and **programming** in C and Java.*

Software Knowledge

C++ / C#
MS Visual Studio
SketchUp

Unreal Engine 4
Adobe Photoshop
JIRA

Unity 5
Perforce
TortoiseSVN

Languages

English

Excellent

Swedish

Native tongue