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Agnes Frederike Christensson

I am a Level design student at The Game Assembly, currently working at IO Interactive as a level design intern.

Education

sep 2018 - ongoing

Level design, The Game Assembly, Malmö

Higher vocational education in level design. See portfolio for details on games and projects.
As part of my education I'm currently doing an internship at a game studio, IO Interactive.

aug 2015 - jun 2018

Information- and media technology, Pauliskolan, Malmö

Upper secondary education with focus on programming in Java, mechatronics, project planning along with the usual subjects such as maths, physics and chemistry.

Work-life experience

june 2018

Summer job, ID Kommunikation, Malmö

Four weeks long summer job where I worked in a small group at this commercial studio on presenting a solution to Malmö Stad on how to get more young people to vote for the 2018 election.

Languages

Swedish, native language

English, fluent (Cambridge certificate, Level 2, Advanced)

Skills and software

Unreal Engine

Unreal script

Maya

Photoshop

AutoCAD

Unity

Java

Other/ diplomas

Has a Cambridge English certificate: "Cambridge English Level 2 Certificate in ESOL International (Advanced)".

Gained a diploma for my high school project, given by "Malmö Uppfinnarförening", June 14th 2018.