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Agnes Frederike Christensson

I am a Level design student at The Game Assembly, currently looking for an internship position from August 31, 2020, to April 9, 2021.

My goal in life is to find my place at a well-structured game studio, organized environments fit me very well, where I feel at home and am inspired every day.

There is much to learn and I am excited to see where the roads take me.

Education

sep 2018 - ongoing Leveldesign, The Game Assembly, Malmö

Higher vocational education in level design. See portfolio for details on games and projects.

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.

Worklife 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.