

CV



Lucas Wall
Karlshamn - 14 October 2018

Education

The Game Assembly 2012 – 2014: 550 YH-points, 2½ years, Level Design.
<http://www.thegameassembly.com>

Sundsgymnasiet 2009 – 2012: Upper secondary education

Work Experience

Forgotten Key Level Design, Environment art, Game Design, Scripting 2015 - Present

Forgotten Key (Intern) Level Design, Environment art, Game Design, Scripting 2014

Skills

Unity Handle the program very well - Used extensively at Forgotten Key during production of AER Memories of old and other internal projects.

Valve Hammer editor(*source engine*) Handle the program very well - Well versed from use at The Game Assembly and personal projects.

UDK Handle the program well

Maya Handle the program well

Photoshop Handle the program well

C# Basic knowledge

Other Experience

Volunteer NGC Volunteer work at Nordic Game Conference 2013.

Languages

Swedish Native Language

English Full professional proficiency

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