



Victor Rasmussen

Malmö - 00 Mars 2015

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Portfolio: ambitious.se

CV

EDUCATION

2016-2019	The Game Assembly <i>thegameassembly.com</i>	Advanced Diploma in Higher Vocational Education in Level Design
2010-2013	Blekinge Institute of Technology <i>bth.se/digitala-medier-och-spelteknik/digitala-spel</i>	Bachelor in Digital Games
2007-2010	John Bauer Gymnasiet	IT & Media

SKILLS

Software & Languages

●●●●●	Hammer SDK	<i>I handle the program very well.</i>
●●●●●	Company Of Heroes 2 Worldbuilder	<i>I handle the program very well</i>
●●●●●	Unreal Engine 4	<i>I handle the program very well</i>
●●●●○	Unreal Engine 4 Blueprint	<i>I handle the visual scripting well</i>
●●●○○	Photoshop	<i>I handle this program effortlessly</i>
●●●○○	Maya	<i>I handle this program effortlessly</i>
●●●○○	Unity	<i>I handle the program well</i>
●●○○○	C#	<i>Comfortable but inexperienced</i>

Other

●●●●●	Leveldesign	<i>I am very comfortable with this role</i>
●●●●○	Technical Design and Scripting	<i>I am comfortable with this role</i>
●●●●●	Agile Development	<i>I am very comfortable with this role</i>
●●●●○	Environmental Art	<i>I am comfortable with this role</i>

EXPERIENCE

2017	Nordic Game Conference	<i>Volunteer</i>
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EMPLOYMENT

2011-2016	Hemmakväll	Cashier and warehouse
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LANGUAGE

Swedish	Native language
English	Professional proficiency
Danish	Good understanding

References available upon request.