



# KRISTOFFER BRANDER

Game Designer

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Studying Game design, at the moment looking for an internship at a company starting early spring 2021!

## EDUCATION



### Game Design Program

2019 - Current

Futuregames  
Unreal - Visual scripting, Unity - C# scripting  
Rapid prototyping  
Advanced game design, Level Design  
Narrative, UX, Sound, Boardgames  
Broad knowledge with a specialization on core game design

### Game creation

2018

Luleå University of Technology  
7.5 Credits, Game design, processes, organization, prototyping etc.

### Aeronautical Engineering Bachelor

2010 - 2013

Mälardalens University

## EXPERIENCE



### It Takes Two

Okt 2020 - Current | Hazelight

Temporary employment, half-time. Working on It Takes Two, helping out Level designers and QA, parallel to school

### Research & Development Engineer

2015 - 2019 | Scania Group

Transmission development. Responsible system owner synchronizers. Calculation, 3d modeling, supplier contact, quality etc.

### Scania Engineer Program

2014 - 2015 | Scania Group

Trainee program

### Swimmer Athlete

2003 - 2012 | SK Neptun

Both swam at a very high level nationally, but also taught kids for many years

## TEAM PROJECTS

### TRANSIENT

MAY - JUNE 2020 | 7 WEEKS

Gameplay design and balancing  
Complete level design  
Progression / player guiding  
Narrative  
- I was part of creating this single player stealth horror game with an amazing team. Being one of two designers

### BAHARI

FEB - MAR 2020 | 4 WEEKS

A singleplayer exploration diving game  
Gameplay and core design  
AI and blueprints scripting  
Feedback and UI  
Stand-in project manager  
- Will be featured at the Play20 games festival

### United

Okt 2019 | 8 DAYS

A 2vs2, top down, arena party game  
Game design  
Blueprint scripting  
Movement and mechanics

## SKILLS



Unreal



Unity



Perforce



Visual Studio



Catia /  
Solidworks



Jira



Affinity



Photoshop