



Kim Sjöberg

Gameplay Scripting & Design

Adress: Fäbodvägen 44, 142 33 Skogås
Phone: 0732143682
E-mail: kim.sjoberg@live.se
Portfolio: www.kimsjoberg.com

Education

Futuregames (2016-)

Higher Vocational Education



A two-year Game Design education with a strong focus on learning by doing, with courses in game design, level design, quality assurance, scripting. We also do 3 game projects (using Unreal Engine and Unity) that are judged by industry professionals.

Tyresö Gymnasium (2006-2009)

High School

Art program. Studied music theory, music production, playing instruments.

Skills

Game Engines

Unity
Unreal Engine

Scripting

C#
C++
Unreal Blueprint

Project Management

Perforce
SVN
Git
SourceTree
JIRA
Agile method Scrum

Languages

Swedish
English

Other merits

Moderator at game development-forum www.brackeys.com.

Work experience

Atlas Copco (2010-2016)

Packaging and shipping products worldwide. Also handled incoming goods and internal deliveries.

Projects

Guns, Guts & Glory (2017)



Guns, Guts & Glory is a local multiplayer brawler that pits up to 4 friends against each other in a dynamically changing arena.

I was responsible for creating the combat gameplay and worked with scripting the player and weapon interactions. I also implemented animations, visual effects and scripted level events such as destruction, traps and weapon spawning. The game was made with **Unity** in 7 weeks.

A Glass Darkly (2017)



A Glass Darkly is a survival horror game with an immersive surveillance element made exclusively for VR.

My main responsibility was to script the enemy AI, I also worked with the artists to implement art, effects and animations. The game was made with **Unreal Engine** in 4 weeks.

Super Bash Goats (2016-2017) - Released



Super Bash Goats is a local multiplayer brawler made in **Unreal Engine**. It started as a 2 weeks school project and then continued as a side project for 9 months.

I was responsible for scripting the menus, implementing UI and scripting the rules of the game, such as player score, death and respawning. The game was released and is available at www.itch.io. The game received positive reviews and has been downloaded over 3000 times.

Other experience

Quality Assurance, Cities: Skylines – Natural Disasters DLC Paradox Interactive (2017)

I tested the game during development and reported bugs and issues in the issue tracking platform JIRA during a 2-week Quality Assurance course. Our assignment was to individually report 10 new and unique issues and write a Quality Verdict for the game in its current state.

Level Design, Skylar & Plux: Adventure on Clover Island Right Nice Games (2017)

I created a level for the game during a level design course. We started out by drawing concepts and eventually moved on to build it inside the engine (Unreal Engine) with existing assets. It was play tested and reviewed by the developers. This level was to be included as part of an unannounced DLC.