

Name: Stefan Jansson

Mail: [contact@gamedesignstefan.se](mailto:contact@gamedesignstefan.se)

Phone: 0733722899

Website: [www.gamedesignstefan.se](http://www.gamedesignstefan.se)

# CV

## **Previous work:**

White Wolf, project manager, internship, may-october 2018.

Fula Fisken, Game Designer/Programmer, internship, may-september 2017.

Sales, 10 years.

Construction/plumber, 3 years.

## **Games:**

AirTank, Schmup(shoot-em-up),designer/art/programmer/sound, pre-production, 2018.

Dungeon Escape, analog card game, gamedesigner, post-production, 2018

Dark World, analog RPG tabletop, pre-production, 2018-

Öriket som försvann, RPG adventure, author/developer, 2018

Uprising, VR, project manager, 2018.

Rune match, mobile/android, programmer/gamedesigner, 2017.

Cutscene, homebound, designer/programmer, 2017.

Race to rule, analog boardgame, gamedesigner, 2017.

MiniMechs, couch brawl 3D game, designer/programmer/artist/sound, 2017.

Castle Samhain, FPS/puzzle, designer/programmer, 2017.

## **Education:**

Forsbergsskolan, Gamedesign, 2016-2018.

Lernia, Plumber, 2010-2012.

## **Misc. merits:**

Unity3D(advanced), Maya(moderate), C#(moderate), games since 1980, sci-fi, fantasy, computers, VR, Audacity, Analog games, Art(2D/3D, prototyping), crafting, Unreal(basic)

## **Languages:**

Swedish, fluent.

English, excellent.

Japanese, basic.

## **Other skills:**

Carpenter, plumbing, drivers licence (car), Art background, cooking, icehockey goalie.