



Peter Nilsson

Malmö – 17 April 2019

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CV

EDUCATION

2017–2020	The Game Assembly <i>thegameassembly.com/</i>	Advanced Diploma in Higher Vocational Education in Level Design. Courses include, but are not limited to: Level Design: Advanced, Technical Design, Game Engines, and Environmental Art
2014–2017	Malmö University <i>su.se</i>	Bachelor of Science in Computer Science with specialization in Game Development, 180 credits. Courses include, but are not limited to: Object Oriented Programming, Game Design, and AI
2013	Hermods <i>hermods.se</i>	Two separate courses in Programming and Mathematics
2009	Folkuniversitetet	Cambridge Certificate in Advanced English
2006–2009	Olympiaskolan <i>Upper Secondary School</i>	Social sciences program with focus on law enforcement

EMPLOYMENT

2011-2014	Logent AB	Warehouse Worker
2009	Råå Health Centre	Clerical Assistant

SKILLS

Visual Scripting	<i>Three years of educational usage of Unreal Blueprints</i>
Game Engines	<i>Three years of educational usage of Unreal Engine and Unity</i>
Level Design	<i>Two years of education at The Game Assembly</i>
Agile Development	<i>Two years of educational usage at The Game Assembly, three years at Malmö University</i>
Programming	<i>Three years of education in C# at Malmö University</i>

LANGUAGE

Swedish	Native language
English	Full professional proficiency
Danish	Basic understanding of speech and writing
German	Basic understanding of speech and writing

OTHER

Class B Driving License