

Mattias Persson

Level Designer & Scriptor

+46 (0)70 678 40 47

mattias.persson@futuregames.nu

Hjälmarsvägen 8

120 53, Årsta



Education

Futuregames – Game design | 2015 - 2017

In Futuregames I extended my interest in level design & scripting where I also got to expand my knowledge in Unreal engine 4 and Unity

Projects

Rain of Reflections - Game Design | Q1 2017 – Q1 2018

Rain of Reflections is an atmospheric cyberpunk role-playing adventure game where every choice is permanent and come with consequences on the world and characters. The game is made with **unity** by **Lionbite**

The Tavern - Level Design / Level Art | Q1 2017 – Q1 2018

The Tavern is Top down/First-person Management game where you take the role as the tavern keeper. As the keeper you will have to try to get more customers to run a successful tavern. The game was made with **unreal engine 4**

In this project I worked on the customer rooms

Super Neon Drifter – Scripting | Q1 2016 – Q2 2016

Super Neon Drifter is a 3rd person local-coop vehicle based game where you will have to try to get the height score by destroying enemies/targets and survive as long as possible. The game was made with **unreal engine 4** using blueprints

In this project I worked on the **player vehicle** and the **coop mechanic** I also worked on the **enemies** and some background stuff like high score system

The game also won “Best Execution in Art” in Swedish game awards 2016

Ropes’ Adventure – Scripting | Q2 2016 – Q3 2016

Ropes Adventure is a 3rd person adventure-platformer where you play Ropes a red panda that is in search for his lost grandfather. Made in **Unity** scripted in **C#**

In this project I scripted on some **puzzle mechanics** and the **collectable** system

The game also won “Best Execution in Design” & “Game of the year” in Swedish game awards 2017

DreamHackathon – Scripting | Q3 2015

I made a game in 24 hours, in a group of 5 where we followed a theme “Materials Reimagined” where we did a 3rd person platformer using **Unreal Engine 4**, blueprint scripting

Castle Game Jam – Scripting | Q3 2016

I made a game in 1 week, in a group of 3 where we followed a theme “Dimensions” where we did a first person shooter using **Unreal Engine 4**, blueprint scripting

Exhibitor

Futuregames Exhibitor – Comic con/Gamex

During Comic con/Gamex 2015 I helped run the Futuregames booth, where I talked with attendees about the school and showed of our game project

Focus Test

Fatshark – Vermintide 2016

Tested unreleased content on site in group of four and provided feedback.

Skills

- Unreal Engine 4
- Unreal Blueprints
- Unity
- Unity C#
- Adobe Photoshop
- Perforce
- Tortoise SVN
- Scrum
- Defold
- Hammer (Source Engine)

Language

Swedish (Native)

English (Fluent)

References

References will be provided upon request.