

# Mattias Persson

Level Designer & Scriptor

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## Education

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### 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

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### The Cabin - Programming | Q3 2018 – Present

The Cabin is a first person narrative game of memories, cabin culture and beautiful nature. It's a game of presence – about one that's remembering, and one afraid of forgetting. The game is developed by **Tellicherry Games**

### Rain of Reflections - Level 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 3<sup>rd</sup> 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**

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## **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**

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## **Fatshark – Vermintide 2016**

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

# **Skills**

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

# Language

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Swedish (Native) English  
(Fluent)

# References

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References will be provided upon request.