

CV – Lennart Holmgren

Gameplay Scriptor and Designer

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Working Experiences

Gameplay Designer and Scriptor, Arrowhead game studio, Q1 2019 - Present

I **design** gameplay features, game systems and work with gameplay balance. I also **implement** new content and write design **documentation**. I mainly work with **C++**, **Google sheets**, **Jira**, and **Confluence**.

Registered Nurse in ambulance and emergency care, Q 2 2005 – Q3 2016

I did learn a lot of **valuable skills** in my health care career that also have been useful as a game developer like **Communication skills**, **Analysing problems**, **Problem solving** and **Handling responsibilities**.

Education

Game Design and Scripting, FutureGames, Q3 2017 - Q1 2019

A 2-year program at one of the **leading game development** schools in Sweden. It focuses on practical skills within all aspects of game design and scripting. Their courses are led by industry professionals. I also got to collaborate with Designers, 3D Artists and 2D Artists.

Game Design and Scripting, Södertörn University, Q3 2016 - Q2 2017

A **Bachelor program** that focuses on theoretical knowledge within all aspects of game design and scripting. Most of the courses combine game projects with theoretical and academic knowledge. During my studies I got to collaborate with both Designers and 3D Artists.

Programming 1, Komvux, Q2 2016

A municipal adult education course focusing in the basics of programming in C#.

Master’s Degree Ambulance care, Karlstad University, Q3 2007 - Q2 2009

Focused on theoretical knowledge within **emergency care** in a **prehospital environment**.

Bachelor’s Degree Registered Nurse, Karolinska University, Q3 2002 - Q2 2005

Focus on theoretical knowledge within **anatomy, medication, and caregiving**.

Science program, Södalsgymnasiet, Q3 1999 - Q2 2001

A high school program with focus on **natural science** including **mathematics and physics**.

Other Valuable experiences

Conscription Soldier/Medic, Swedish armed forces

I won the awarded **Soldier of the year**, voted by my fellow soldiers in my platoon.

Backpacking 8 months in Australia with 2 months work in the Outback I worked at the Boolardy station. The station provided accommodations for the workers and scientists of the radio-astronomy observatory. I helped with cooking and cleaning.

Skills

<i>Software</i>	<i>Language</i>	<i>Others</i>
<ul style="list-style-type: none">● Unity 5 - C #● UE 4 -● C++/Blueprint● Stingray - C++	<ul style="list-style-type: none">● Swedish (<i>native language</i>)● English (<i>fluent</i>)	<ul style="list-style-type: none">● Scrum● Driver’s license● CPR