ANDIE LARSSON

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Technical Designer with multiple released games and prototypes from a large range of projects, from solo indie projects to large scale school projects.

TECHNICAL SKILLS

- Technical problem solving
- Rapid Prototyping (C#, C++, BP)
- Game Engines (Unreal, Unity, GM)
- General programming (.NET)

DESIGN SKILLS

- 3C (Gameplay) Design
- AI/Enemy Design
- Game Balancing
 - UI Design

PROFESSIONAL EXPERIENCE

2021-2024 - GAME DEVELOPMENT TEACHER, SPACE Academy - Stockholm

• Taught game development to kids in Unity and GameMaker 2.0

OTHER

EA Software Engineering virtual experience program on Forage - October 2024

- Proposed a new feature for the Sims 4 and wrote a Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure.

PROJECTS

7 weeks - **TECHNICAL DESIGNER**, Reberryon Stockholm.

- In charge of platformer 3Cs, concept prototyping.
- Collaborative technical problem solving with programmers.

3 weeks - **TECHNICAL GAMEPLAY DESIGNER**, Atomancer **FGN** Stockholm.



- Concept prototyping (Proof of concept).
- Multiple ability designs and scripts.
- Nominated to best tech and best design at FGA.

14 weeks - **SOLO DEVELOPER**, Hunting With Dad Stockholm.

- Designed and coded a FPS controller, AI character and skill tree system.
- Balancing and progression.

4 weeks - **PRODUCT OWNER**, Vanhalla III 1555 Stockholm.

- Agile project management and mood managing.
- Team vision, keeping the game together.
- Nominated to best mobile game at SGA.

21 weeks - **GAME DESIGNER**, BadDool Stockholm.

- The only game designer on an indie release.
- Balancing, procedural level design and technical design mostly.

EDUCATION

Higher Vocational Education Diploma - Game Design FutureGames Stockholm, 09/2023 - 05/2025 Upper Secondary School - Game Development LBS Stockholm Södra, 07/2020 - 07/2023