

# ANTON FRANZÉN CV

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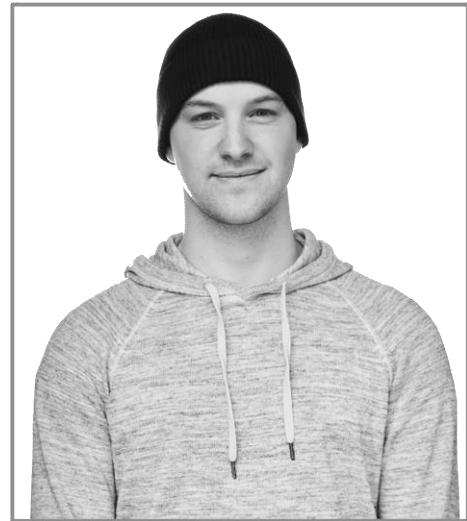
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## About me

I am a **Technical Designer** who is stable and reliable by nature, with a lot of experience in working in teams through both my previous occupations and the various game projects I have taken part in.

I focus on in-engine work, mostly **Scripting** gameplay mechanics and interactable objects. I take pride in the little details that lead to satisfying gameplay. Moreover, I love to dabble with **Level Design, Paper Design, Animation** and **UI**.



## Education

### **Game Design, FutureGames, 2 years (Ongoing)**

I'm currently specializing within Design and Scripting at FutureGames. What I have found here is exactly what I needed to give me that extra edge. Through practical work, group projects and the environment that is FutureGames. I am now quite comfortable in my role as Technical Designer after having undertaken several group projects during which I have focused on **scripting gameplay** in both **characters** and **environments**. But as a true Tech Design generalist I've worked with other areas such as **Level Design** and **Game Design** as well.

### **Game Development – Design, Stockholm's University, 3 years.**

Within these studies I had courses such as **Interactive Storytelling, Game Prototyping, Game Analysis, 3D-Modelling** and **Animation** using software such as **Maya** and **Substance Painter/Designer**. During this time, I realized that working hands on in-engine is what I want to do and can do best. On top of that I studied more general subjects like Human Cognition – Computer Interaction, Programming as well as graphics and sound editing using software such as **Photoshop** and Audacity. These subjects have also been invaluable during every game project since.

## Experience

### **Fall Damage, 2019, 3 months**

My role at Fall Damage is Tech Design Intern. I worked in **Unreal** on, among other things, **scripting gameplay** for different **missions, epic Boss fights** and a **Spawn Manager** that handled the spawning of enemies. But I've also done a lot of Paper Design on different gameplay elements and I jumped in as a **solid Level Designer** wherever needed.

### **Overkills: The Walking Dead, Starbreeze, 2019, 3 months**

I was at Starbreeze as a Tech Design Intern. I worked in **Unreal** creating **enticing Gameplay elements** in our levels, working with all the different departments to create a **fun gameplay experience**. Unfortunately, most of my work is under wraps due to NDA, but it's safe to say I really enjoyed my time at Starbreeze as I felt highly valued by the team but the situation there was just not sustainable for me.

Voice of the Monolith, FutureGames, 4 weeks – Group Project

My role in this project was **Scripter** and **Puzzle Designer**, the game was made in **Unreal** and had a focus on **Puzzle Solving** and **Environmental Storytelling**. I worked mostly on the **Main Character** with its animations, movement and interactions and with the camera system.

Codependence Day, FutureGames, 7 weeks – Group Project

My role in this project was **Scripter** and **Designer**, the game was made in **Unity** and had a focus on **Co-op** and **Survival**. I worked mostly on the **Day/Night Cycle**, the game event system and I worked on the general Design of the game.

## Software skills

I have taken part in game development projects using both **Unreal** and **Unity** and have grown quite accustomed to both their weaknesses and strengths. Unreal - with its monolithic structure, using **Blueprints** and Unity - with its modular structure, Scripting in **C#**. I also have experience in 3D artistry (using various **Autodesk** and **Substance** software) hence I am familiar with the ins and outs of creating 3D-art which from my experience has been very useful for me as a Tech Designer.

## Other Skills

Other relevant skills include:

- Effective communicator in professional settings, equipped with fluency in **English, German** and **Swedish**.
- Experienced with working in teams, always ready to assist teammates in their work load, providing teammates with additional perspectives when appropriate.
- Experienced with the use of management methods, such as **Agile** or **Scrum**, I consistently uphold my responsibilities to the chosen method and the group.