



Acke Hallgren – CV

Level Designer | Game Designer

Adress Johan Skyttes Väg 201
125 34 Älvsjö
Phone +46 (0)70-202 22 77
E-mail contact@ackehallgren.com



Work Experience

2016 - Present **Gaming Corps**
Game Designer / Level Designer

The Descendant

Responsibilities: Conceptualizing and building gameplay scenes from paper design to full realization, while expanding upon and assuring the narrative. Also scripting, camera-work, dialogue-implementation. Worked in Unity.

2011 - 2016 **Massive - A Ubisoft Studio**
Open world Level Designer

The Division

Responsibilities: Mission design and implementation, scripting, world-building, polish and mega-map level layout
- all using the in-house Snowdrop Engine tools.

Education

2009 - 2011 **The Game Assembly**
Game Art Program (110 KY-points)

2007 - 2009 **Jönköpings Tekniska Högskola**
Graphical design and webdevelopment (120 hp)

2004 - 2007 **John Bauergymnasiet, Malmö**
IT-mediaprogram – Awarded media-student of the year at graduation

Program knowledge

- | | |
|--------------------|---------------------|
| ▪ Adobe Photoshop | excellent knowledge |
| ▪ Autodesk Maya | very good knowledge |
| ▪ Unreal Engine | very good knowledge |
| ▪ Adobe Premiere | very good knowledge |
| ▪ Unity | good knowledge |
| ▪ Pixologic zBrush | basic knowledge |

Language

Fluent in Swedish and English, both written and spoken.

Other

I have worked with several in-house game development tools and have a very good understanding of pipelines and workflow. I am a big Star Wars-nerd and my favourite video game-series is The Legend of Zelda.

I am happy to supply grades, certificates and references upon request.