

KEVIN BUDA ANDERSSON

PROFILE

Analytical and passionate about work with over 7 years of designing custom concepts and content for various games.

After having studied both digital arts and game let me better visualize and describe my ideas and design choices to others.

Currently looking for an internship for the final part of my vocational college.

CORE SKILLS

- ▶ Project Organization: Creating and maintaining for communication to enable teams in projects.
- ▶ Documentation: Structured documentation to
- ► Adaptability: Able to adapt to changes in my workplace and projects; methods to solve issues that may have come up in the process.

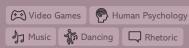


Swedish Native

English Fluent

German Beginner

INTERESTS



CONTACT INFORMATION



EDUCATION

Game Design Vocational College PlaygroundSquad 022 - 2024 [Ongoing]

♥ Falun, Sweden.

Game Graphics | Gymnasium | LBS Kreativa Gymnasiet

2019 – 2022 [Graduated]

♀ Gothenburg, Sweden.

Elementary School Kyrkenorumskolan & Kristinedalskolan

2010 - 2019 [Graduated]

Stenungsund, Sweden



WORK EXPERIENCE

Game Analyst | The Game Incubator

018,10,07 - 2018,10,11 [Finished]

♥ Stenungsund, Sweden. [Remote]



GAME PROJECTS

Burglar VR | PlayStation VR2 | PlaygroundSquad

2023,03,20 - 2023,05,19 [Finished]

Falun, Sweden.

Little Magic Shop PC PlaygroundSquad

2022,11,14 - 2022,12,23 [Finished]

♀ Falun, Sweden.



SOFTWARE EXPERTISE

Adobe Photoshop

Autodesk Maya

Miro

Trello ●●●○○

Unreal Engine •••oŏ



S GAME DESIGN FIELD

Within game design, one of my favorite areas to work within is Enemy Design.

I also enjoy Gameplay Design a lot and dictating what the player will be able to do and what their limitations are.

Beyond those two, I really do enjoy each aspect of game design just as much and designing for many different genres.