



KEVIN BUDA ANDERSSON

Game Designer

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 design, I have acquired skills in software that 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 structured boards, documents, and channels for communication to enable teams in projects.
- ▶ **Documentation:** Structured documentation to keep information evident for easier intake.
- ▶ **Adaptability:** Able to adapt to changes in my workplace and projects; methods to solve issues that may have come up in the process.

LANGUAGES

Swedish Native

English Fluent

German Beginner

INTERESTS

Video Games Human Psychology

Music Dancing Rhetoric

CONTACT INFORMATION

Kevinder@playgroundsquad.com

[Kevin Buda Andersson](#)

+46 70 844 60 00

[Portfolio website](#)

EDUCATION

Game Design | Vocational College | PlaygroundSquad

2022 – 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

2018,10,07 – 2018,10,11 [Finished]

Stenungsund, Sweden. [Remote]

Play and write a game and market analysis for *Insomnia: THE ARK*.

GAME PROJECTS

Burglar VR | PlayStation VR2 | PlaygroundSquad

2023,03,20 – 2023,05,19 [Finished]

Falun, Sweden.

Stealth and thievery game with horror elements made in Unreal Engine. One of the first school projects in the world made for PSVR2.

Little Magic Shop | PC | PlaygroundSquad

2022,11,14 – 2022,12,23 [Finished]

Falun, Sweden.

Fantasy shop with economics management made in Unreal Engine. Balance your reputation and money to keep the shop running in a world of good, neutral, and evil.

SOFTWARE EXPERTISE

Adobe Photoshop

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Autodesk Maya

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Miro

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Trello

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Unreal Engine

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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.