

# ELIAS

## BERNMARKER

*Game Design student*

### CONTACT

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### SOFTWARE COMPETENCE

- Unity
- Unreal 4
- Adobe Photoshop

### HARD SKILLS

- Game prototyping and scripting
- Design documentations
- Greyboxing, blockmesh
- Level design
- Lighting design
- Quality assurance

### SOFT SKILLS

- Communication skills
- Pitching
- Team Management (Scrum)

## ABOUT ME

Game design student with a passion for level design. I am looking for my next adventure where I can put my great ideas to use, while developing my competence within the field.

### EDUCATION

#### Game Design 550 YH-p

Forsbergs School of Communication / 2021 – 2023

#### Film Science 1, 30 p

Stockholm University / 2021

#### Japanese 1, 30 p

Stockholm University / 2020

#### Electrician Program

Yrkesgymnasiet / 2014 -2017

### EMPLOYMENT HISTORY

#### UX design intern, Sparly

*Jan 2022 - Current*

UX design and gamification of the financial app Sparly, with the goal of reaching out to young people about financial responsibility. My main mission is to, through gamification of the app, make finance fun and less of a chore for users.

#### Cook, Urban Deli Nytorget

*2019 - 2020*

As a cook I handled various tasks within the kitchen, such as working in the cold station with salads and desserts, as well as the hot station on the grill with both cooking and plating. Furthermore I controlled and managed work pace, kitchen organisation and performance. I also managed the closing of the market hall.

#### Head Chef/Cook, Stavros Taverna

*2014 - 2019*

At this local greek restaurant I got introduced to the restaurant business and worked my way up from dishwasher to Head Chef. As Head Chef my work includes ensuring that the right ingredients and materials are available, that kitchen hygiene and routines are followed and create the menus of the restaurant. These years of experience has allowed me to expand my competence within the field, and has taught me how to work under stress with multiple tasks.