

MARCUS BILDTGÅRD

Systems & Narrative Designer

EDUCATION In selection

- 2010 - 2014 **Bachelor's Degree: Game Design & Graphics**
Uppsala University
- 2020 - Ong. **YH, Game Design**
Future Games

EMPLOYMENTS In selection

- 2016 - 2019 **Designer, UI artist** *ChorusClass*

ChorusClass is an app for chorus groups who want to record their songs and rehearse at home. For this, I learned the basics of Javascript, HTML and CSS in combination to redesign and create UI.

- 2014 - Ong. **Fire Performer & Board Secretary** *Eldväsen*

I am an artist in a group of entertainers och fire performers. My specialty is juggling fire staffs and fighting with burning weapons. We regularly design shows with narrative and dramatic curve for the customer's specific audience.

- 2015 - 2016 **Vice President, full time** *Gotlands Studentkår Rindi*

In charge and responsible for the union's events, bar, restaurant, sports, and free-time activities. I was in charge of personel, projects, recruitment, marketing, sales, purchases and innovation. We secured 50% of the yearly income for three years ahead and turned our membership numbers up by 60%.

REFERENSES

Per Lingvall, 0737 76 92 80
Senior Tech QA, *DICE*
designerper@gmail.com

Adam Wrangle, 0737 51 37 23
Game Designer, *Outsiders*
adam.wrangle@gmail.com

SOFTWARE SKILLS



Unreal



Unity



Photoshop



Git



Perforce



CONTACT

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LANGUAGES

Swedish	Native
English	Fluent
C#	Moderate
CSS	Moderate
HTML	Moderate
Javascript	Moderate

RECENT GAMES

