



My name is Jakob Holgersson. I'm a versatile and creative Game Designer with a passion for open, living game worlds. Other traits include ambition, a sense of professionalism and determination. Having skills within design, art and programming, I have a profound understanding and ability to communicate with the other disciplines.

## Previous work

### Project Engineer, DIAB, Laholm, 2017-2018

*DIAB is a multinational company that produces composite materials, as well as manufacturing custom components from said materials.*

*I worked in a section of the company which specializes in creating custom products and solutions based on customers drawings and specifications. Main tools used to achieve this are AutoCAD and Rhinoceros.*

### Game Designer, Impact Unified, Skövde, 2015-2016

*Impact Unified specializes in producing Impact Based Games and Web Documentaries on highly actual topics where the users are both challenged, entertained while also getting the opportunity to take action and get involved in the topic.*

*As part of my master's course, I designed a game for Impact Unified. This game covered the struggles of Syrian refugees.*

### Game Designer/Project Manager, Cavelight Entertainment, Skövde, 2011-2016

*Cavelight Entertainment was a small indie studio I ran with a group of four friends. We released a puzzle game for iOS and a racing game for Steam.*

*I took a large responsibility for myself and the group.*

*As sole designer, I was responsible for all design aspects, ranging from UI to Vehicle Handling and Level Design. Also made a limited amount of art.*

### QA internship, Pieces Interactive, Skövde, 2009

*Worked in a group to find flaws in Fret Nice which was launched for PSN and XBLA. Came with input regarding level design, flow, controls, features, translations and checked if the game met the requirements in the TCR/TRC lists*

## Education

2015-2016 Master's Degree in Serious Games, University of Skövde

2007-2010 Bachelor's Degree in Game Design, University of Skövde

## Other skills

Unity 3D



Autodesk Maya



C#



Source SDK



Adobe Photoshop



## Languages

Swedish

Native level

English

Certificate in Advanced English

Polish

Native level

French

Basic level