



ADAM ANDERSSON

GAME DESIGNER

CONTACT

 adamande@playgroundsquad.com

 adamandersson.com

REFERENCES

JAMES TINSDALE - FALLEN LEAF STUDIO
Studio / Game Director
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SABINE RÖSGREN - SHAPEFARM
Senior Level Designer
srosgren@gmail.com

ALEX UNTORO
Former Teacher at PlaygroundSquad
untoro.alex@gmail.com

EDUCATION

- 2020 - CURRENT **PlaygroundSquad**
Game Design
- 2014 **Introduction to 3D modelling and visualization in Zbrush, 15 HP**
- 2009 - 2012 **University — Broby Grafiska College of Cross Media, Sweden**
Graphic Design and Media production
- 2007 - 2008 **Adult education — Serios, Comic Book Artist School, Viadidakt**
Illustration and communication
- 2004 - 2007 **Upper Secondary School — Duveholms-gymnasiet, Sweden**
Social Science Program, Orientation: Information Technology

WORK EXPERIENCE

- 2017 - 2020 **Linderoths Tryckeri AB, Vingåker**
Graphic designer for the prepress department. Duties include layout, packaging prototypes and web design.
- 2013 - 2017 **VYTAB (Verkstad och Ytbehandlingsteknik AB), Vingåker**
Worked in the steel industry, manufacturing parts for metal constructions. Vytabs focus is mainly on building metal staircases and platforms.
- 2014 **Socialdemokraterna, Vingåker**
Hired as a creative director to design their folder for the upcoming election.
- 2013 **Bilda förlag och idé, publishing house, Stockholm**
Hired for a three week project. Making presentations for education connected to Byggnads and Transport.

EXPERIENCE WITH:

- Unreal Engine
- Unity Engine
- Project Management ex: SCRUM, Trello.
- Maya / Blender
- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign