

GUSTAV BOUVIN

LEVEL DESIGNER

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Experience	<p>2014 - Today:</p> <p>2011 - 2014:</p> <p>2010 - 2011:</p> <p>2012:</p> <p>2010:</p> <p>2009:</p> <p>2009:</p> <p>2008 - 2009:</p> <p>2009:</p> <p>2006:</p> <p>2005 - 2006:</p>	<p>Working as a Level Designer for Ubisoft Massive</p> <p>The Game Assembly - Level Design</p> <p>Santa Barbara City College CA - Animation and Game Design</p> <p>Nordic Game Conference - Volunteer</p> <p>Gotland University - Digital Imaging</p> <p>Gotland University - Special Effects</p> <p>Gotland University - Introduction to Level Design</p> <p>Rawfilm AB - Assisting with the filming of commercials.</p> <p>County administrative board - Election work (<i>sorting</i>)</p> <p>County administrative board - Election work (<i>counting</i>)</p> <p>Pegupac AB - various office and storage work (<i>during the summers</i>)</p>
Skills		<ul style="list-style-type: none"> ●●●●○ Unreal Engine 4 ●●●●○ Photoshop ●●●●○ Maya ●●●●○ UDK ●●●●○ Unity ●●●○○ C# ●●●○○ LUA
Language	<p>Swedish</p> <p>English</p> <p>German</p> <p>Spanish</p>	<p>Excellent (<i>Native language</i>)</p> <p>Excellent</p> <p>Fair</p> <p>Fair</p>
Special Skills	<p>2008 - 2009:</p> <p>2008:</p> <p>2007:</p>	<p>Military service as a squad commander</p> <p>Driving license (<i>Category B</i>)</p> <p>Barskolan Academy (<i>Bartending school</i>)</p>