



Andie Larsson

Technical Designer
Game Designer



+46722362970



AndyL2070@gmail.com



www.andielarsson.com

Reference

Henry Dickinson
SPACE Academy Leader - SPACE

Axel Marelius
Technical Designer - EA DICE

Technical Skills

- Technical problem solving
- Rapid Prototyping (C#, C++, BP)
- Game Engines (Unreal, Unity, GM)
- General programming (.NET)

Design Skills

- 3C (Gameplay) Design
- AI/Enemy Design
- Game Balancing
- UI Design

Technical Designer with multiple released games and prototypes from solo indie projects to large scale school projects.

EXPERIENCE

- 2022 - 2024 - Stockholm
GAME DEVELOPMENT TEACHER, SPACE Academy - Stockholm
 - Taught game development to kids in Unity and GameMaker 2.0
- October 2024 - Stockholm
EA Software Engineering virtual experience program on Forage
 - Proposed a new feature for the Sims 4 and wrote a Feature Proposal describing it to other stakeholders.
 - Built a class diagram and created a header file in C++ with class definitions for each object.
 - Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure.

PROJECTS

- 7 weeks - Stockholm
TECHNICAL DESIGNER, Reberryon 
 - In charge of platformer 3Cs, concept prototyping.
 - Collaborative technical problem solving with programmers.
- 3 weeks - Stockholm
TECHNICAL GAMEPLAY DESIGNER, Atomancer 
 - Concept prototyping (Proof of concept).
 - Multiple ability designs and scripts.
 - Nominated to best tech and best design at FGA.
- 14 weeks - Stockholm
SOLO DEVELOPER, Hunting With Dad 
 - Designed and coded a FPS controller, AI character and skill tree system.
 - Balancing and progression.
- 4 weeks - Stockholm
PRODUCT OWNER, Vanhalla III 
 - Agile project management and mood managing.
 - Team vision, keeping the game together.
 - Nominated to best mobile game at SGA.
- 21 weeks - Stockholm
GAME DESIGNER, BadDool 
 - The only game designer on an indie release.
 - Balancing, procedural level design and technical design mostly.

EDUCATION

- 09/2023 - 05/2025 - Stockholm
FutureGames
Higher Vocational Education Diploma - Game Design
- 07/2020 - 07/2023 - Stockholm
LBS Södra
Upper Secondary School - Game Development