

CV

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Education

Computer Game Development, Stockholms Universitet, Aug. 2012 – May 2017

Bachelor's degree in computer game development, at Stockholms Universitet.

Studied courses in both game and level design, I also partook in several game projects where I got to experience both designing game mechanics and implementing them through programming, I also got to create both 3d and 2d assets for the games.

Game Design, FutureGames, Sep. 2017 – Aug. 2019 (ongoing)

Vocational education where I got to put the academic knowledge from the university to practice. At FutureGames I was able to focus on Game Design and Scripting. During my time I participated in four game projects, working with other designers as well as 3D and 2D disciplines in order to create a game from idea to finished product. As of January 2019, I will be attending an internship within the game industry.

Natural science, focusing science, Kärrtorps Gymnasium, Aug. 2009 – June 2012

Studied several courses in math during the entire school period and took courses in Excel-programming and cinematography.

Game projects

Knåddskogen, Gameplay Programmer and Gameplay Designer, 2018 Q2

An eight-week project where I was responsible for designing and programming most of the gameplay elements. The game was made using Unity 2018. While working on *Knåddskogen* I refined my ability to communicate with the group to make sure the game had a cohesive feel to it, since the game idea was so bizarre I got to really try and find gameplay elements that would fit with the core mechanic (throwing children) as well as the cartoony style of the game. This required a lot of iteration and showing proofs of concept to the group to make sure everyone felt it would fit in the game.

Subow, Gameplay Programmer and Gameplay Designer, 2017 Q4

A two-week project where I was partly responsible for the design and scripting of the gameplay. *Subow* was made in the Unreal Engine 4 and combines archery with the goal of sumo wrestling: to knock your opponent out of bounds. Since this was a two week project I really got to practice my ability to quickly iterate on prototypes for gameplay mechanics to show the group.

Reboot, Gameplay Programmer, 2018 Q1

A four-week project in which I was responsible for all the scripting concerning the gameplay except for a pressure plate. In *Reboot* you play as a robot who collects upgrades to complete puzzles. The skills I got to practice during this project was my ability to communicate with the group to see what their vision of the game was and also being able to handle stress,

since I was the only gameplay programmer there was a lot of work to do. The game was made in Unreal Engine 4.

Spacebot Madness, Animator and Level Design, 2015 Q3

I worked on a mobile game called *Spacebot Madness* in which was made using Unity as the game engine, the project took four weeks. In this project I made and implemented the animations and was part of the team responsible for the level design and creation.

DoodleDrifter, Game Design and Technical Animator, 2018 Q4

DoodleDrifter is a mobile game which was developed in four weeks at FutureGames. The game is a platformer without traditional movement, instead the player must draw the path the character will fly with their finger on their phone. In this project I learnt more about the Spine plug-in to Unity for setting up animations in-engine.

Software familiarity

I possess great familiarity working with the game engine Unity as well as having programmed games using C# in said engine. I also have experience working with the Unreal Engine 4, utilizing the node-based programming language Blueprint. I have also used 3D-modeling programs such as Maya for modelling and animation.

Agile Methods

Though out my time at FutureGames, all four projects were done using Scrum as our project management method.

Languages

Swedish, native language

English, fluent both verbally and textually

Other merits

Index creation, 2012 – 2017

I've worked with the making of person indexes for art catalogues, about two books a year.

Other interests

My other interests include table top roleplaying games, dogs, growing chillies and of course playing video games!