

CV

Aleksander Salasoo

Phone, cell: 076-24 95 630

E-Mail: aleks.salasoo@gmail.com

Work

Scripting and Game Design, Gro Play, Jan. 2019 – Jun. 2020

I've been performing contract work for them ever since my internship with them expired. During my time at Gro Play I got to develop my expertise within game design and scripting of gameplay elements. I also got to develop my communication skills as I was handed the responsibility to implement the gameplay features in the game itself, this required me to discuss and understand the wants and needs of the other positions working on the game.

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 (Java and C#), I also got to create both 3d and 2d assets for the games.

Game Design, FutureGames, Sep. 2017 – Aug. 2019

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 extra 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 gameplay 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.

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 Unreal Engine 4, utilizing the node-based programming language Blueprint. I have also used 3D modeling programs such as Maya for modelling and animation.

Project Management Methods

During my time at Gro Play we used daily standups and two week sprints when working on the product. 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 chilies and of course playing video games (with an extra interest in the competitive Super Smash Bros scene)!