
CV – Daniel Olsson

Name:	Daniel Olsson	Birthdate:	1989-07-05
Address:	Norra Järnvägsgatan 20:F 791 35 Falun, Sweden	Phone number:	+46 736-588550
		Mail:	olssondaniel@live.se
		Portfolio:	http://olssondaniel.net

INTERNSHIPS

Wishfully Studios

Type:	Internship+Short Term Job
Direction:	Gameplay Programmer
Timeframe:	2020-11 – 2021-07
Description:	Had a wonderful time here doing a wide array of tasks. Implemented gameplay mechanics, implemented third party assets and made sure everything worked as it should.

Paradox Arctic

Type:	Internship
Direction:	Game Design
Timeframe:	2015-11-09 – 2016-05-06
Description:	I did a lot of things at Paradox Arctic. I was QA for Magicka 2 for the first few weeks. Then I was assigned to a prototype team where we developed a few prototype systems, all the way from idea to implementation in Unity and Unreal Engine 4. I also did a lot of written design and suggestions on problems we had.

EMPLOYMENTS

Plantagen Tagene

Employer:	Plantagen
Timeframe:	2013-03 – 2013-07
Description:	Drove forklifts, unload and offload. Helped customers. Had responsibility of the whole warehouse making sure that everything was in order and in- and outgoing goods were on time.

Logent AB

Employer:	Logent AB
Timeframe:	2012-08 – 2012-10
Description:	Sorted packages and drove forklifts. Unofficial team leader. I learnt a lot of leadership during this job.

Daniel Olsson Phone: +46 736 - 58 85 50	Mail: olssondaniel@live.se Portfolio: http://olssondaniel.net
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EDUCATION

PlaygroundSquad SE

Education level: Vocational School
Direction: Programmer
Timeframe: 2019-08 – 2021-05
Description: Game Development. Mostly projects in smaller groups.

PlaygroundSquad SE

Education level: Vocational School
Direction: Design
Timeframe: 2014-08 – 2016-05
Description: Game Development. Mostly projects in smaller groups.

Kungälv's Vuxenutbildning

Education level: Post-secondary
Direction: Warehouse and Logistics
Timeframe: 2009-08 – 2009-12
Description: Warehouse education, logistics and environment.

It-Gymnasiet Gothenburg

Education level: Gymnasial (High school)
Direction: IT, electronics och science
Timeframe: 2005 - 2008
Description: Focused on Programming and networking.

PLATFORM EXPERIENCE

PlayStation VITA
PlayStation 4
PC
Android(Unity)

ENGINE\FRAMWORK EXPERIENCE

C# \ Unity
Unreal Engine 4 \ Blueprints
Python \ PyGame
LUA \ Löve2D

LANGUAGE SKILLS

Swedish is my Native Language.
I am fluent in both written and spoken English.

REFERENCES

References available upon request