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## CV – Daniel Olsson

Name:	Daniel Olsson	Birthdate:	1989-07-05
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		Portfolio:	<a href="http://olssondaniel.net">http://olssondaniel.net</a>

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### EXPERIENCE

#### **eEducation Albert AB**

Type:	Full Time
Title:	Unity Developer
Timeframe:	2022-04-11 – 2025-08-27
Description:	At Albert I have had the task to build up our ABC unity version from the ground up. Over the past three years I have. done everything from gameplay to progression systems, audio handler, firebase couplings. During my time here, most of it was spent more or less, as a solo developer.

#### **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 wrote a lot of design suggestions on problems we encountered.

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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.

### **NTI-Gymnasiet**

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\FRAMEWORK 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