



My name is Gabriel and I'm a Level design student at **The Game Assembly**, currently looking for an internship September 2021 - April 2022.

#### LANGUAGES

Swedish - native  
English - fluent

#### SOFTWARE:

Unity	Unreal Engine 4
Maya	Tortoise SVN
Perforce	Google suite
Trello	Microsoft Office

#### SKILLS:

Gameplay prototyping  
Node scripting  
Tool design  
Game design  
Level design  
Narrative design

#### STRENGTHS:

Problem solving	Team player
Administrative	Responsible

Game designer + Technical level designer

# Gabriel Hector

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#### EDUCATION

##### Level design **2019.09 – ONGOING**

THE GAME ASSEMBLY | MALMÖ

Advanced diploma in Higher Vocational Education

##### Game design **2018.03 – 2019.06**

SKURUPS FOLKHÖGSKOLA | MALMÖ

Independent adult education college

#### WORK LIFE EXPERIENCE

##### Restaurant Generalist

WIBROVSKI & PARTNERS **2010.04 – ONGOING**

My work contained baking, cooking, waiting tables and accounting. I acted as an active connection between the different parts of the workforce, and took responsibility for training new interns and employees. Since late 2016 I have had responsibility for all in-house accounting and payroll.

##### Video games columnist

SMÅLANDSPOSTEN **2013.03 – 2019.05**

Every month I wrote about video games from a very personal point of view. I aimed to give texts a connecting point between games and the local area.

#### OTHER

##### Game reviewing **2012 – 2019**

Sporadically reviewing video games on blogs - Filmfenix.se. Shortened versions of these reviews were often also published in print in local entertainment magazine Nöjesnytt.

##### Game Jamming **2019 – ONGOING**

Avid game jamming, anywhere, anytime. I have attended six game jams and hopefully more are to come.