EMMA BERG
game designer

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CAREER

EMBARK STUDIOS 2021-2022
World design & Technical design

`Game Design` `Scripting` `Blueprints` `Perforce` `Unreal Engine 4`

EDUCATION

Game Design
FutureGames

C# Scripting in Unity
Blueprints in Unreal Engine
Advanced Level Design
Rapid Prototyping

Computer Game Development
Stockholm University

Programming in Java
C# Scripting in Unity
Game Development Documentation

Programming
Jensen Education

Programming in Java
Computer Science
Web Development

PROJECTS

Game Designer
And Then Jack Woke Up | PC Game

I was the project owner and responsible for the narrative and core gameplay. I also did the level design for the game. As project owner I was in charge of managing the team and holding meetings.

`Game Design` `Scripting` `C#` `Perforce` `Team Management` `Unity 3D`

Game Designer and Scripter
Wild Wood | PC Game

I was responsible for creating one of three levels. I was also responsible for scripting the movement and conceptualizing mechanics.

`Game Design` `Scripting` `Blueprints` `Perforce` `Unreal Engine 4`

Level Designer
Washed-Up | PC Game

I was responsible for level design for this project. I also helped with scripting some of the functionality for the game.

`Game Design` `Scripting` `Blueprints` `Perforce` `Unreal Engine 4`

PROFICIENCIES

ADDITIONAL EXPERIENCE

Restaurant & Service

Before starting my education to become a game developer I worked in the resturant industry. During my time working at restaurants and bars I have become very good at knowing what my customers want and need during stressful situations.