



# Daniel N. Brond

Level - Gameplay Designer

## CONTACT

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## SKILLS

### > Design:

- Level
- Gameplay
- Technical
- World

### > Technical:

- UE 4
- Unity
- Unigine
- C#
- JavaScript

### > Other:

- Optimization
- Analytical
- Teamwork

## LANGUAGE

Swedish Native

English Second Language

Serbo Croatian Mother tongue

## Hobbies

- Basketball
- Hiking
- Fictional Writing
- Prototyping

## PROFILE

Exceedingly creative game designer with over 7 years of game development experience (Hobby) with a strong passion for analytics, optimization, teamwork and quality control.

Eager to learn new methods and undaunted by failure or reiteration of a flawed design, striving for experience and improvement.

## EDUCATION

### Programming (JS)

2013-2014

Jensen

Programming 1&2  
Object oriented scripting  
Industrial programming

### Game Design

2020-2022

Futuregames

Advanced Level Design  
Rapid Prototyping  
UE Visual Scripting

## WORK EXPERIENCE

### Logistics & Transport

2014-2015

ICA AB /

Årsta, Stockholm, Sweden

Learned how to handle stressful situations and coordinate team efforts accordingly.

- Forkliftdriver
- Supervisor
- Technical Logistics

### Web Developer

2015-2017

Freelancer /

Lidingö, Stockholm, Sweden

Gained valuable insight into user experience, system development & eye for detail.

- Layout Design
- User Experience
- System Developer

### Founder & CEO

2017-2019

Kanate KB /

Huddinge, Stockholm, Sweden

Grasped the importance of deadlines & project management.  
Further expanded insight into UX and customer service experience.

- Web Developer
- Customer Service
- Project Manager