

CV

ISAK ÅBERG NORDMARK

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// Scripter & Level Designer

Work Experience

OVERKILL's The Walking Dead

Starbreeze

2017 - Present

Level Designer for *Starbreeze's* upcoming *Walking Dead* game. Been building levels using Maya and Unreal Engine 4.

Horizon Zero Dawn

Guerrilla Games

2014 - 2017

Quest Designer on several main quests and side quests. Work involved coming up with paper designs, level design and scripting of quest and combat.

Education

Futuregames Academy

2013-2015

Game design

Higher Vocational Education

Agile Academy

2012-2013

Certified Agile Project manager

Higher Vocational Education

Projects

Blazing Aces - Unity

May 2014 - June 2014

A nine weeks long project at *Futuregames* in collaboration with *Microsoft*. I did scripting and game design.

King's Garden - UDK

March 2014 - May 2014

King's Garden came second in *Chivalry: Medieval Warfare's* map contest and was added to game as an official map.

Robot Rescue - Unity

January 2014 - February 2014

Nominated for *Best Technical Execution* by *Swedish Game Awards*. The project was six weeks long and during the project I did scripting, level design and game design.

Reference

Sjoerd De Jong - Epic Games

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Evangelist

Technical Skills

- Unity
- Unreal engine
- Decima
- Perforce
- Photoshop
- Maya