



INFO



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LINKEDIN

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LANGUAGE

Native: Swedish

Fluent Proficiency: English

"I love life, and sometimes
life loves me back"
/Damien

Damien Hallström

Level Designer & Technical Designer

EDUCATION



GAME DESIGN

FutureGames I 2021-2023 **Higher Vocational Education**

- A higher vocational education where the focus is learn by doing.
- Several game projects both group and solo. With a focus on practicing adaptability and teamwork.
- Lectures by industry professionals working in the game industry from many different disciplines.

SELF STUDY GAME DEV

Self studying game development using Unreal Engine I 2019 - Present

- Learned how to use many game development tools in Unreal Engine including the animation blueprint, the behaviour tree and the blueprint scripting system to create smaller games.
- Taught myself to write very basic C++ and to expose custom C++ functions to blueprints in Unreal Engine.

GAME PROJECT HIGHLIGHT

A.I.solation (2021) **FutureGames** **Team Game Project** **Time to complete: 1.5 weeks** **Team members: 3 designers,** **4 3D artists** **My Role: Level Prototyping,** **Scripting implementations**

- Learned how to do rapid prototyping and the importance of not overscoping a project.
- Learned to finish a game with a team under extreme time pressure and to prioritize game ideas and cut away those that could not be done in order to meet the deadline.

WORK EXPERIENCE

MIXING ENGINEER

StoneBridge Productions **I 2013-2020**

- Pleased clients from all over the world and learned how to rapidly plan and deliver mixing projects to always meet the deadlines set by the clients.
- Iterated on mixing projects if requested by the client. I always strived to please the client no matter what.
- Many clients of the projects I worked on returned on a regular basis during my time at StoneBridge Productions as a mixing engineer.

- I learned the essence of how to mix sounds together to create a cohesive pleasant listening experience.

- I created tools for mixing music that are still used by the company today even after my departure.

Disc Jockey

Signed at Joia Agency as a working Disc Jockey **I 2011-2012**

- I worked briefly as a Disc Jockey and performed live shows around various nightclubs in Stockholm.

- Learned the essence of pacing a DJ set in order to maximize the best experience for the crowd.

- Learned to overcome the fear of performing in front of a live audience and also to work under pressure.

SOFTWARE KNOWLEDGE



Unreal Engine



Unity



Blender



Perforce



Visual Studio



Jira