

# MARKUS NORÉN

LEVEL DESIGNER | PORTFOLIO: MARKUSNOREN.COM



## SKILLS

Unreal Engine 4  
Unity  
Tiled  
Git  
SVN  
Perforce  
Maya  
C#  
C++  
Scala

## KONTAKT

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## WORK EXPERIENCE

### SYSTEM DEVELOPER • 2016 – 2019 • QVANTEL

Backend development in data management in telecom and development of intern test systems. Scala, Cassandra DB, REST API, Git, Jira, Confluence

## EDUCATION

### LEVEL DESIGN • 2019 - 2021 • THE GAME ASSEMBLY

Education in Level Design in games.

### GAME PROGRAMMING • 2013 - 2016 • BLEKINGE INSTITUTE OF TECHNOLOGY

Education for a bachelor's degree in computer science with a focus on game programming.

### FILM STUDIES • 2010 - 2011 • UNIVERSITY OF GOTHENBURG

Basic course in film analysis and film history.

## COMMISSIONS OF TRUST IN BLEKINGE STUDENT UNION

### AUDITOR • 2016 - 2017 • BLEKINGE STUDENT UNION

Overview of the entire student union organization, ensuring that rules and statutes are followed.

### BUSINESS MANAGER/MEMBER • 2015 - 2017 • BLEKINGE ORGANISERADE SPELSTUDENTER (BOSS)

Responsible for guest lectures. Host to various social student events for the school's game students.

### EVENT MANAGER • 2015 - 2016 • PUB SECTION ROTUNDAN

Responsible for arranging events and pub work at the student pub.

### MEMBER • 2014 - 2016 • SOCIAL SECTION SEXISTENZ

Responsibility and arrangement for of various student social events, such as the introductory week for new students.