

Hannes Bensryd

Portfolio: hannesbensryd.com

Student living in Malmö, Sweden.

Currently studying full-time.

Contact:

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Education:

The Game Assembly (Higher Vocational Education)

Advanced Diploma - Level Design 2017-Present date (ends 2020)

Malmö University

Game Development 2016–2017

Ljud och Bildskolan (Upper Secondary High School)

Game Development (Technical Program) 2013–2016

Skills

Unreal Engine 4

I have worked with all aspects of Unreal Engine 4 for about 4 years and I am very efficient with their visual scripting tool.

Unity

I have used Unity for smaller student projects and handle the program well. I am familiar with their C#-based scripting and component system.

C#

I am very familiar with the language and have made several smaller projects during school and in my spare time using frameworks such as XNA and MonoDevelop.

Autodesk Maya

I am comfortable working with 3D modelling and can create complex models. I also have basic knowledge of rigging and animating.

Languages:

Swedish – Native Language

English – Full professional proficiency

Other

AM/B Swedish Driver's License

Volunteer at Nordic Game Conference 2018