



Erik Kjær Andersen

Game, Level, and
Multimedia designer

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Born: 1992

Languages:

Danish (Native)

English (Fluent)

Spanish (Basic)

Profile:

- Passionate about games
- Highly value teamwork and team spirit
- Games, music and film nerd
- 3x Dungeon Master

Skills

Applications:

- Unity
- Unreal Engine
- Photoshop
- Google workspace
- Monday, JIRA



Personal:

- Team player
- Independant
- Optimistic and positive
- Good writing abilities



Professional experience

- 2024-present **Storyboat, Game & Level designer**
Currently working part time on a 2D sidescroller game (in Unreal) accompanying an upcoming children's cartoon.
- 2020-2023 **Tactile Games, Level designer**
Making levels for the casual match-3 games *Lily's Garden* and *Penny & Flo*.
Performing weekly data-based maintenance.
Co-designing new game mechanics.
In charge of onboarding of new designers.
- 2020 **Italic, Level designer**
Internship. Designing and creating levels for the mobile 2D puzzle platformer *Midnight Girl*.
- 2019 **Die Gute Fabrik, QA tester**
Testing and additional tasks on the multi-platform casual adventure game *Mutazione*.



Education

- 2017-2020 **The Royal Danish Academy of Fine Arts, Game and Interaction Design**
3 years of studying game design, theory, art and development using Unity, Photoshop, Blender and paper prototyping. Ended with top grades for my experimental physical-digital hybrid game *Mutualism*.
- 2017 **KEA, Digital concept development**
6 months of app design, technology, UX and UI.
- 2016 **Vallekilde Højskole, Game development**
5 months of game design, Unity and C#.
- 2009-2012 **Zealand academy, Multimedia design**
2 years of visual communication, project management, prototyping and Adobe package fundamentals.



Other work

- **Copenhell / LiveNation - Game designer**
Won a Game Jam competition in 2018 and got to design a metal-themed multiplayer arcade game for the festival guests to play at the Copenhell metal festival. I continued to work with the festival the following year.
- **Inside Scandinavian Business - Writer**
In 2018, I wrote an article on the art of *Cuphead* and one on the design of *INSIDE* (Playdead)- targeted towards a casual audience.
- **Nordic Game Jam (2019) - Volunteer work**