



## Erik Kjær Andersen

Game, level, and multimedia designer

### About

**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
- Independent
- Optimistic and positive
- Good writing abilities



## Professional experience

2020 - now

### 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.

Improving design processes and team culture.

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



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