



CV Emmy Strutzenblad

1994-09-27

My name is Emmy Strutzenblad. I'm 30 years old and a game designer from Borlänge, Dalarna.

My current occupation is Community Manager at the indie company Adventure Box Technology AB (publ) in Stockholm.

A job where communication truly is key. Part of the job is creating interesting content for our users and try to make sure that the environment is pleasant for everyone.

I majored in Game Design at the game developer school PlaygroundSquad in Falun.

At PlaygroundSquad, Game Design students are taught everything that has to do with making a game work. This includes Game Mechanics, Progression Design, Level Design, UI/HUD Design, Documentation, World Building and more!

What I like to do the most, though, is coming up with and balancing game mechanics. How the game is played is, well, the heart and soul of a game, so I like to focus on how I can optimize a game's rules to the best of my ability to create as enjoyable of an experience as possible.

I've always loved writing, which probably stems from my early love of reading and learning. In particular, I love creating dialogue that feels natural and descriptions that truly make the reader see the environment for themselves.

Work Experience

June 2018 - Current

Adventure Box Technology AB (publ) (Game Company)

Community/Product Manager

May 2017 - August 2017

Murboannas Ost (Dairy, Shop)

Baker, Cashier, Salting & Packaging Cheese

February 2015 - March 2015,

October 2015 - November 2015,

April 2016 - August 2016

TopLugnet (Hotel)

Night Shift Worker

July 2010, December 2015

Kök Nyström (Restaurant)

Kitchen Assistant

Education

August 2016 - May 2018

PlaygroundSquad Falun, 2 Years,

400 Vocational University Points

Game Design

September 2013 - January 2015

Dalarna University

Engineering, Energy Technology

August 2010 - June 2013

Helixgymnasiet, Borlänge

Natural Science

Individual Courses

January 2016 - March 2016

Stockholm University, 7.5 University Points

The Practice Of Writing & Reading

August 2015 - December 2015

Umeå University, 7.5 University Points

Digital Storytelling & Creative Learning

August 2015 - October 2015

Borås University, 7.5 University Points

Animation & Multimedia For The Web

Languages

Swedish (Native Tongue)

English (Fluent)

Japanese (Semi-fluent)

Chinese (Weak)

Skillset

Game Development Software

- Unity
- Game Maker
- Starcraft Galaxy Editor
- Pycharm

Version Control Software

- HG Mercurial

Illustration & Art Software

- Adobe Photoshop
- Adobe Maya
- Adobe Flash
- Blender

Video Editing Software

- Adobe Premiere
- Adobe After Effects

Skills

- Scripting
 - C#
 - Python
- Gameplay Design
- Level Design
- UI/HUD Design
- QA-Testing
- Game Mechanic Balancing
- Game Design
- Documentation
- Writing & World Building

CONTACT

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