



CV Emmy Strutzenblad

1994-09-27

My name is Emmy Strutzenblad. I'm 27 years old and a game designer from Borlänge, Dalarna. My current occupation is Community Game Producer at the indie company Adventure Box Technology AB (publ) in Stockholm.

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.

CONTACT

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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

School Projects

Links to the projects described below is found at my portfolio-site:

<https://emmystrutz.wixsite.com/emmystrutzenblad>

Fall 2017

Lost Light

Puzzle Designer, Game Design Document-Writer, QA-Tester

Colors Of The Witch

Lead Game Designer,

Game Design Document-Writer

Spring 2017

Blade Bombers

Co-Game Designer, QA-Tester, Voice Actor, Game Design

Document-Writer

Fall 2016

Cubic

Co-Game Designer, QA-Tester

FetMats Part VIII: The Revengance

Level Designer

