Edvin Norevik - Game designer

phone: +46 70-482 99 22 | email: edvin.norevik@hotmail.se

Experiences

Sidekick Health (Internship) from 2022-11-21 to 2023-06-16:
- Worked mainly as a team lead for my internship group.
- Built prototypes using tools such as Unity, Unreal 5, and Rive.
- Gained experience from working in a bigger corporation with multiple people.
- Expanded my game design knowledge when it comes to designing around a different type of audience.
- Learned about designing around a mobile phone format when it came to gameplay and UI/UX experience.

Echoes of the Void (School game project) 18/November/2022:
- Gameplay play trailer and info page: https://black-canvas-interactive.itch.io/echoes-of-the-void
- Echoes of the Void was made in 2 months.
- Worked as a level designer, QA, and UX/UI designer.
- Built and tweaked the main level through the Unreal 5 engine with existing and own-designed blueprints.
- Designed introduction area, two islands, Hud, menu UI, and scripted tooltips + health plants in the game.
- Also worked with player feedback regarding the game overall as a QA.

Pixel hook (Solo game project) 09/September/2022:
- Info page: https://edvinno.itch.io/pixel-hook
- Pixel hook was made in 4 weeks.
- Worked as solo dev for the project, all programming, design, and some of the audio and art were made by me.
- The main focus of this project was the level, scripting, and gameplay design of the project.
- I developed more skills when it came to scripting game physics and general gameplay.
- Learned to be able to more properly understand player frustrations from playtesters.

Detached (School game project) 19/May/2022:
- Gameplay play trailer and info page: https://emblad.itch.io/detached
- Detached was made in 2 months.
- Worked as a scripter, level designer, and gameplay designer.
- Built levels using the Unity game engine and existing code created by the programmers of the group.
- Designed the introduction to the game and collaborated with the environmental artist on the level's direction.

- Worked with the feedback for gameplay-related feedback, the player using the core mechanic(s), etc.

Skills

- Game engines such as Unity, Rpg maker, and Unreal Engine 4.
- Programming languages C# and Ruby (RPG maker scripting language).
- Art + organization tools Maya, Magicavoxel, Firealpaca, Photoshop, Github, and Notion.
- Experience in game design, level design, scripting, UI/UX, agile coaching, and team leading.
- Team leading roles: Lead game designer and project lead at Sidekick Health.
- Documentation work (GDD, game concepts, and analysis of games).
- Experienced with working with different game systems tools such as Minecraft, Knytt stories, Super smash bros ultimate level creator, and Roblox.

Education

2021 – 2022
Playgroundsquad, Game design
Playgroundsquad, Falun

2019 – 2020
Spelprogrammet, Game programming and game design

Södertörns högskola, Huddinge

2016 – 2019
Tekniskt gymnasieprogram, Game production

LBS Kreativa gymnasiet, Stockholm