

Edvin Norevik - Game designer



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Experiences

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 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 + healthplants 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, some of the audio and art was made by me.
- Main focus in 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 play testers.

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 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, agil 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