

RICKARD FJELLVIND

LEVEL DESIGNER

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“To be able to communicate a solution, or a problem, was the key to my success as an acknowledged Service Desk Coworker. My ability and ambition to be distinct in this area has been a great asset at The Game Assembly, where my work as a Level Designer daily consists of challenges to get others to understand a vision or idea.”

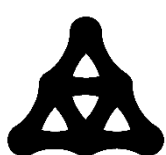
EDUCATION

	2017 - 2020	<i>The Game Assembly</i>	Level Design Create games using Unreal, Unity and in-house engine. Basic 3D modelling. Game analyzes. Visual Scripting
	2016 - 2017	<i>Gothenburg University</i>	Educational Game Design Design a prototype of an educational board game.
	2001 - 2003	<i>BTH</i>	Media Technology Movie production, music production.
	2000 - 2001	<i>S:t Sigfrid's college</i>	Media Expressions Photograph development

EMPLOYMENT

	2012 – 2017	<i>Tamro AB</i>	IT Service Desk ITIL-based 1 st and 2 nd line support, monitoring business critical system, installations, troubleshooting, user administration, analyzing tasks to improve workflow.
	2008 – 2012	<i>Tamro AB</i>	Warehouse Employee Warehouse tasks with focus on efficiency, accuracy, flexibility and willingness to cooperate.
	2007 – 2007	<i>Majornas Co. Association</i>	Tutor Responsible for creating work schedules and keeping a high morale within the group of high school students, that were assigned to the association. Earlier work titles: Webmaster, Control assistant, Professional poker dealer, telemarketer, clerk.

OTHER MERITS



2010 – 2019	<i>FLAX</i>	President of this board game association.
2008 - 2017	<i>Tamro AB</i>	Responsible for producing educational material for new and old employees. Responsible for providing external audit with documents regarding user access.