

# Karl Asp

## Gameplay Scripter | Technical Level Design



### Education

#### Futuregames, Designer Program

2018 - Present

- Courses in: Programming, Game Design, Level design, Project management and QA
- Conducted several projects under guidance from veterans of the industry.



#### Södertörns Högskola, Game program

2017 - 2018

- Programming in C#
- Level Design
- Project management - Scrum & Agile
- Analogue games



SÖDERTÖRN UNIVERSITY | STOCKHOLM

#### Klara Södra, Game dev profile, Information & Media technology

2013 - 2016

- Programming - C#, C++, HTML, Css
- Game design
- 3D asset creation - Maya
- Game projects



### Key Projects

#### Gameplay scripter & Level Design

Summit, 2018 – [portfolio link](#)

I designed and scripted the main mechanic and the behaviour of the boss ai, as well as strategizing the level design process and created two levels.

#### Gameplay programmer & Level Scripting

Spring Breeze, 2019 – [portfolio link](#)

My responsibilities included coding the shooting mechanic and enemies. I handled a lot of level implementation and balancing of the flying mechanic, as well as version control.

#### Gameplay programmer

Block IT, 2018 – [portfolio link](#)

During this project I was responsible for designing the core loop and coding the player controller, along with designing and coding the power blocks.



### Information



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[Portfolio - Karlasp.com](#)



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[Me on LinkedIn](#)



Language – Swedish / English



### Strengths

#### Game Engines

Unreal Engine 4

Unity

#### Scripting Languages

C#

Unreal Blueprints

Angel Script

HTML/Css

#### Project Management

Scrum & Agile

Perforce

GIT

SVN

Quality Assurance



### Work Experience

#### Mail Man

Post Nord, 2017-2018

Parallel to my studies, my time at Post Nord have given me experience in responsibility, problem solving and teamwork outside of the school environment.