

# FREDRIK TUMLIN

## GAME DESIGNER & SCRIPTER



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## Education

### 2015 - Present



#### Game Designer

*Two year higher vocational where I learnt*

Advanced Game Design, Level Design, Quality Assurance, 3 Game Projects, Cognitive Science and Interaction and Specialization.

### 2011 - 2014



#### Computer and System Sciences Bachelor's Degree

*Three years of University where I learnt*  
Object Oriented Programming, Testing, Human Computer Interaction, Information security, Web Development Server/Client, Database Methodology and Agile Development.

## Skills

### Software And Programming Languages

C#	Unity	Unreal Engine 4	Lua
PHP	Java	Unreal Blueprint	C++
Defold	Photoshop		

### Project Management

Quality Assurance	Perforce	Subversion
Scrum & Agile Methodology	Git	

## Projects

### FutureGames

#### Shield Rush - Lead Scripter (2016)

A single player story game made in Unity with C# where I worked on Gameplay Design, Gameplay Programming, AI, Animation-, Sound-, UI- and Particle-Implementation.

The game received great reviews from the jury that consisted of industry professionals from DICE, King & ISBIT games.

#### Upsurge - Lead Scripter (2016)

A free for all, combat oriented, multiplayer game made in Unreal Engine 4 with Unreal Blueprint and C++. I worked on Gameplay Design, Gameplay Programming, Networking, Game Mode, Sound- and UI-Implementation.

The game received outstanding reviews from the jury that consisted of industry professionals from DICE, King & Avalanche.

#### Dynamine - Lead Scripter (2016)

A free to play, 2D match 3 type game made with Lua in Defold where I scripted the functionality of the game. The team consisted of me, as a scripter, 1 UI scripter and 2 designers. The project was reviewed by King and received very positive feedback.

#### Dungeon Heroes - Solo Project (2016)

A 2D dungeon crawler made in Unity with C# where I designed and built the game alone. The game is focused around dungeon generation, AI and player experience. I also made the art and animations for the game.

## Focus Tests

### Resolution Games

#### Wonderglade - Focus Tester (2016)

I focus tested the game by testing unreleased content and providing early feedback.

### Might & Delight

#### Paws - Focus Tester (2016)

I took part in a playthrough on-site, with one other FutureGames student, and provided feedback on my experience.

### Fatshark

#### Vermintide - Focus Tester (2015)

I Focus Tested the game while it was in production and provided feedback.

## Events

#### Comic Con Gamex - Exhibitor (2015)

I helped run a FutureGames booth, showed off our games projects to attendees and gave them some hands-on with the tools used on these projects.

#### SGA Conference - Exhibitor (2016)

My team and I were invited to run a booth and show off Upsurge alongside 5 other student games and 3 professional games. While at the conference, I also attended all of the panels throughout the weekend.

## Other

### Teotl Studios

#### The Solus Project - Quality Assurance (2015)

I Quality Assured the game by looking for, and reporting bugs and glitches. I also provided feedback before the game was released.

### Swesale

#### Swesale - Trailer Actor (2016)

I was contracted by Swesale to work for one of Stockholm's largest game studios and create a trailer for one of their games.

### Dreamhackathon

#### The wonderful adventures of Mr Hat! - Scripter (2015)

Game Designer Following the theme "Materials Reimagined". I created a 3d side scroller in 24 hours, in a group of 4. Developed in Unreal Engine 4, using Blueprint visual scripting. The game has received very positive reviews and multiple playthroughs by various youtubers.

## Languages

Swedish - Native

English - Professional

## References

References will be provided upon request.