

Linus Thorelli

Gameplay Scripter

Game Design Student at FutureGames in Stockholm. My focus is gameplay scripting, and I have a background in programming, both in school and professionally. I have been making small games in my spare time for a long time, including a game about smashing square fruit together for points.



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SKILLS

Software

Unreal Editor 4, Unity 2018, Perforce, Git, Photoshop

Scripting & programming

Unreal blueprints, C#, Php, C++, Java, Javascript, MySQL

Languages

Swedish (Native), English (Fluent)

Additional

Agile development with Scrum

GAME PROJECTS

Out of the Abyss - Unity

(C# scripting, Gameplay design, Scrum Master)

A First Person Shooter that features agile movement mechanics, explosive weaponry and fast-paced gameplay inspired by games like Quake and Doom.

I was in charge of coding the movement mechanics, a system for procedurally generating dungeon layouts and collaborating with the design.

Symbiosis - Unreal Engine 4

(Gameplay scripting, level design)

A first person puzzle game with an eerie atmosphere where you play as a plant-human hybrid forgotten deep within in an abandoned and overgrown lab facility.

The project was completed in four weeks plus one week of pre-production.

I made the blueprints for the character movement and different mechanics as well as some level design.

Dodge Golf - Unreal Engine 4

(Main scripter, game design)

A party game for up to four people that is a combination of dodge ball and golf. Scramble to be the player holding the balloon and get points, use power-ups and your golf swing to stay on top.

I was in charge of the game logic using the blueprint system in Unreal Engine. I did the movement mechanic, golf swing, power-ups and scoring system to name some things.

Bit Fruit - Java

(Programmer, Game Designer)

A single player game where you try to get as high a score as possible while smashing fruit together by dragging your mouse. Increase your bonus by smashing multiple of the same fruit at once, and grab special items to add to your smashing power.

I did the programming, game design and the art for the game.

OTHER RELEVANT EXPERIENCE

October 2012- April 2017

Web developer at Iquest AB

I was a backend developer making web system in PHP for many of Iquest's clients, and also handled customer support when we got bug reports.

Some of the clients included HSB, Akademiska Hus and Sweden Green Building Council.

My time at Iquest helped solidify my understanding of working in software development projects.

January 2009- June 2009

Graphics intern at Game-n-Gain

Game-n-Gain is a small company focusing on making small web-based games for advertising purposes for different clients.

I had different tasks in Photoshop, 3d-modeling for Shockwave 3d, and video editing for a music-based game.

EDUCATION

September 2017- Now

Game Design

FutureGames Academy

Two-year program in one of the leading game development schools in Sweden. The courses are lead by industry professionals and are using a hands-on approach to learning. During the three larger game projects I mostly did scripting and some level design.



October 2011- August 2012

Computer Game Development

DSV, Department of Computer and Systems Sciences

Added a year to Computer Game Development to get a Bachelor's degree.

This included courses on writing our own game engine in Java and writing papers.



August 2007- June 2009

Digital Graphics

Nackademin

Two-year program focusing on 3d-modeling, rendering and animation.



August 2005- June 2007

Computer Game Development

DSV, Department of Computer and Systems Sciences

Two years at Stockholm University in Kista focusing on different aspects of game development and computer science, with emphasis on Java programming.

