

FABIAN FALK


GAMEPLAY SCRIPTER & DESIGNER



 fabianfalk.com

 linkedin.com/in/fabianfalk

 contact@fabianfalk.com

 +46 (0)76 010 18 50

SKILLS

Engines & Software

Unity 5 Unreal Engine 4 Unreal Blueprints
Perforce SVN JIRA

Languages

C# Visual Scripting
Swedish English

Additional

Quality Assurance Scrum & Agile Methodology
UX

EDUCATION



Game Design

Futuregames, 450 yhp
(2016 – Ongoing)

Two-year program in the leading game development schools in Sweden. The courses are being led by industry professionals. Here I have learned Advanced Game Design, Level Design, Advanced Scripting, Advanced Quality Assurance, Cognitive Science, Project Management, Agile Development, and UX.



Game Design

Mediagymnasiet
(2013 – 2016)

I learned Game Design, C++ Programming, Quality Assurance, and Scripting.

GAME PROJECTS

Lead Scripter & Gameplay Designer - Raskol (2017, 7 weeks)

A single player tactical top down shooter set in a divided post WW1 Russia. Made in Unity with C#. I worked on Gameplay Design, Gameplay Scripting, UI-, Dialog-, Animation- and Particle implementation.

Gameplay Scripter & Designer - A Glass Darkly (2017, 4 weeks)

A single player VR Horror game where you explore an abandoned hotel with the help of a hand mirror. Made in Unreal with Blueprints. I worked with scripts related to the player, Gameplay Design, Gameplay Scripting, and UI implementation.

Gameplay Scripter & Lead Designer - Ooble (2016, 2 weeks)

A single player 2.5D rail shooter, where the player delves around in underwater caves. Made in Unreal with Blueprints. I worked on Gameplay Design, Gameplay Scripting, Animation-, Sound-, UI- and Particle Implementation.

Lead Scripter & Gameplay Designer - Fall Moon (2017, 3 weeks)

A single player 2D mobile puzzle game set in the Chinese moon festival. This project was done in cooperation with King. Made in Unity with C#. I worked on Gameplay Scripting, Gameplay Design, UI-, Animation- and Particle implementation.

Solo Project - Project P

(2017, 3 weeks)

A prototype of a single player 2D platformer. I used the projects to learn about specific things, like custom collision, but also to improve and further develop my general knowledge of Scripting. I also made all art and animations.

Lead Designer, Project Manager - Battery Golem

(2015 – 2016, 8 months)

A top down 3D puzzle game where you explore your way through mysterious lands using your electric powers. It was my first serious project, where I worked together with two other people. Made in Unity where I worked on Gameplay Design, Level Design, Narrative Design, and Sound. I also planned the goals and deadlines for the project.

ADDITIONAL MERITS

Paradox Interactive

Quality Assurance - Cities Skylines: Natural Disasters

(2016, 2 weeks)

I did Quality Assurance on the DLC while in Beta by looking for, and reporting bugs and glitches using JIRA. I also gave feedback on things that were confusing or could be problematic for the player.

Right Nice Games

Level Design - Skylar & Plux

(2016, 2 weeks)

I did Level Design on a map for an unreleased DLC Speed Trial mode. I Designed the level and used already existing assets to build.

Games Club

Founder, Administrator - Spelklubben

(2013 - 2016)

I created a games club while in school. I made schedules for the club every week, organized events, arranged locations and equipment. I also got a games store, Dragon's Lair, to support the group by providing board games.
