



Willow Magnusson

Game Developer

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Key Skills

- Experience working with Scrum as a workflow management system
- C# - Java - JS
- Unity - Unreal Engine - Godot
- Git - Jira - Canva - Trello
- Maya - Substance Painter - Adobe Photoshop - Adobe Illustrator

Languages

Swedish	<div></div>
English	<div></div>
French	<div></div>
Italian	<div></div>

I am a passionate game developer focused on game design, UX and UI design. I have worked on multiple game projects for an array of genres and purposes.

I have experience working with a team and enjoy giving constructive feedback to help iterate on project development.

Professional Experience

AI Medical Technology July 2022 - September 2022
UI Designer, Graphical Designer

- Developed the graphics of a prototype medical game
- Experience taking feedback and iterating on design choices
- Created a flexible user interface that supports most screen types

Lundgården Äldreboende June 2017 - March 2018
Temporary Worker

- Worked with a team of others where communication and adaptability was key
- Gained experience working in high-pressure environments

CGI (Young Generation) June 2015
Teaching Assistant

- Sparked interest in computer science in children
- Provided technical assistance to children working with computers

Education

Stockholm University, Stockholm
Bachelor's Degree in Computer Game Development August 2020 - June 2023

- Practical game development with others and alone
- Included general courses in computer science