Willow Magnusson

Game Developer

Uppsala, Sweden

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Key Skills

- Experience working with Scrum as a workflow management system
- C# - Java - JS - GDscript - Python
- Unity - Godot - Unreal Engine
- Git - Jira - Trello
- Blender - Maya - Substance Painter - Adobe Suite

Education

Stockholm University
Bachelor's degree in Game Development (Computer Science)

Languages

Swedish - native

English - fluent

French - basic

Italian - basic

Fun Facts

- Avid forager and amateur mycologist
- Professional dice maker
- Resident strategist & rules lawyer in my weekly D&D games.

I am a developer specialised in game design, UX and UI design. As a child, my love for game development manifested as breaking multiple games through excessive (some may say unwise) modding of my favourite games.

I have since worked on multiple game projects for an array of genres and purposes. While I was studying for my Bachelor's degree in game development at Stockholm University, one game I was lead designer for was featured in an exhibit at Stockholm's Museum of Technology.

For this project I was lead game designer in a team of 12. This intense PvP game features a hybrid game mode and a focus on fun and dymanic interactions between players. Find it on my website!

Relevant Experience

Freelance Software Tester — 2023 - Current
uTest

- Testing mobile, web and desktop applications.
- Experience with bug testing, AI training and payment instrument testing.
- Participated in over 50 test cycles, accruing an excellent internal quality score.

Lead Designer, Game Developer — 2022 - 2023
Stockholm University

- Lead designer and producer for a high-intensity 2-month game project in a team of 8. Hosted weekly game tests and led daily standups for the team.
- Lead designer for a 4-month game project in a team of 12. Hosted bi-weekly game tests for 3 months.
- Developed and coded several smaller solo projects.
- Bachelor's thesis concerned designing serious games intended to assist individuals with Autism Spectrum Disorder in completing everyday chores.

UI Designer, Graphical Designer — 2022
AI Medical Technology

- Developed the graphics of a medical game prototype.
- Experience taking feedback and iterating on design choices.
- Created a flexible user interface that could support all screens.

Additional Experience

Caregiver — 2017 - 2018
Lundgården äldreboende

- Worked with a team of others where communication and adaptablity was key.
- Gained experience working in high-pressure enviroments.

Teaching Assistant — 2015
CGI

- Helped cultivate an early interest in computer science among children.
- Provided technical assistance to children learning to work with computers.