

# VICTOR WEIDAR

## CONTACT

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## SOCIAL MEDIA

TWITTER: @VICTORWEIDAR  
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## ABOUT ME

Hello!  
I'm a game designer from Sweden, currently located in Brisbane, Australia. I am a very motivated and quick learning person who looks forward to developing my current skills within the game development field. My career goal is to work alongside talented and experienced individuals and establish myself as a professional creator in a AAA team.

## EXPERIENCE

### DAN VOGT, DATA WING

OCTOBER 2017 - NOVEMBER 2017

- Translate words and sentences
- Proofread words and sentences
- Playtest Translation

### GROWTH KINGS

AUGUST 2017 - SEPTEMBER 2017

- Create an indie game using provided game engine Buildbox
- Record process of development and narrate process
- Video and audio editing

## EDUCATION

### BACHELORS OF GAMES DESIGN

SAE INSTITUTE, BRISBANE | AUGUST 2016 - PRESENT

### GAMES DEVELOPMENT

LBS, MOTALA - SWEDEN | AUGUST 2013 - MAY 2016

## SKILLS

- Unity 2017
- Unreal Engine 4
- Maya 2017
- Slack, Trello, Hack'n'Plan
- Toggl
- Microsoft Word, Powerpoint, Excel
- C# Programming
- Sourcetree
- Aseprite
- Adobe Photoshop CC

## REFEREES

### TONY PARMENTER - LECTURER AT SAE BRISBANE

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### BRENDAN KEOGH - RESEARCH FELLOW (PREVIOUS LECTURER)

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