



### About me

*I am a person with strong work ethics and a good sense for teamwork and leadership. I casually use a variety of advanced software and can confidently say that I am a quick learner. My ultimate goal is to make a positive impact through games, and I am fearless in my attempts to do so.*

## Education

### The Game Assembly

#### Level design, Stockholm, 2019-ongoing

Higher vocational education in game development focused on level design

[The Game Assembly – Level Design](#)

### KTH Royal Institute of Technology

#### Simulation Technology and Virtual Design, Stockholm, 2014-2016

Bachelor's program where mathematics, physics, programming, and algorithms, are used to simulate real processes with controlled accuracy.

[KTH – Simulation Technology and Virtual Design](#)

## Experience

### Stockholm Sport Academy

#### Coach, Part time, 2016-ongoing

Coaching in parkour and acrobatics for kids, adolescents, and adults.

#### Headcoach, Part time, 2017-2020

Supervisor, employee educator, and camp manager.

#### Marketing, Part time, 2017-2020

Marketing as bicycle courier, providing test classes in sports, and representing the company in official gatherings.

[Stockholm Sport Academy - Jobs](#)

### My Academy

#### Study Coach, Part time, 2016-2017

Helping students study math and scientific subjects, in primary school, middle school, and higher secondary school.

[My Academy – Study Coach](#)

## Technical Skills

### Unreal Engine 4

Level design + visual scripting



### Maya

3D Modelling



### DaVinci Resolve

Video Editing



### Unity

Level design



### Tiled Editor

2D level design



### Programming

Python, C#, MATLAB



### FL Studio

Music and sound design



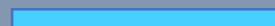
### Clarification for skill levels



## Languages

### Swedish

Native



### English

Fluent



### Serbian

Fluent

