



Rickard Dahlberg

Technical & Level Designer

PROFILE

I am a social and curious leader who thrives on helping others reach their full potential. I excel at problem-solving and driving improvements in quality and efficiency. I am quick to learn new software and embrace new challenges, I bring innovative solutions and a growth mindset to every project.

SKILLS

- Perforce ★★★★★
- UnrealEngine ★★★★★
- VisualScripting ★★★★★
- C++ ★★★★★
- C# ★★★★★
- Unity ★★★★★
- Blender ★★★★★
- Office Suite ★★★★★
- Affinity Suite ★★★★★
- Computer Hardware ★★★★★

LANGUAGES

- Swedish (Native)
- English (Fluent)

CONTACTS



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rickarddahlberg.se

WORK EXPERIENCE

Apr 2023 - Present

Head Teacher - Game Design | Futuregames

As a teacher in higher vocational education, I have honed my leadership skills by providing tailored guidance to each student through effective pedagogy. This experience enables me to recognize and nurture individual potential, guiding them effectively towards their career goals.

- Implemented student-centered teaching methodologies to enhance engagement and learning outcomes.

Aug 2022 - Apr 2023

Head of Education - Game Design | Futuregames

As Head of Education - Game Design, I oversaw the planning, setup, grading, and follow-up of a Game Design class. Additionally, I served as Interim Head of Education - Game Programming for two months. I also led the Futuregames Preparatory Course in 2023, managing all aspects from planning and budgeting to recruitment, contracting, setup, and lecturing.

- Managed administrative duties including budgeting, staffing, and resource allocation for educational initiatives.

Mar 2022 - Jun 2023

Educational Content Creator - Game Engines Course | Futuregames

In collaboration with a colleague, I developed educational content focusing on Unreal Engine 5 for a ten-week course. Our work included meticulous preparation, research, planning, and execution, resulting in 92 high-quality recordings and over 20 hours of educational material.

- Produced educational content focused on Unreal Engine 5, including video lectures and individual mentoring.

EDUCATION

Aug 2019 - Sep 2021

Higher Vocational Education - Game Design (450yp) | Futuregames

This education covered design techniques, frameworks, tools, software, and coding, emphasizing hands-on experience and research methods crucial for a career as a Game Designer. I specialized in technical and level design, contributing to four student game projects, including the release of And then Jack Woke Up and Kenopsia.

- Acquired proficiency in game development tools, software, and coding languages through hands-on experience and research.

2013 (18-22 weeks)

Service Education | Miroi

- Developed customer service skills and learned budgeting, marketing, and sales techniques.

REFERENCES

References available on request.

