

## CONTACT

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## **SOFTWARE**

Unreal Engine 4
Unity
Maya
Adobe Photoshop
Perforce
Subversion (SVN)
Github

## **SKILLS**

Level Design
Level Art
World Design
Narrative Level Design
3D Modeling
Visual Scripting

## **LANGUAGES**

Swedish (Fluent)
English (Fluent)
Japanese (Fluent in speech)
Spanish (Basic only)

# Ofelia Rabow

LEVEL DESIGNER

## **EDUCATION**

2019-Ongoing

# Level Design, The Game Assembly

A practical full-time program teaching many different aspects of level design while using software such as Unreal Engine, Unity and Maya. The program includes courses teaching visual scripting, 3D-graphics, game performance, world design, composition, etc. It also includes agile teamwork, creating 8 different games as a group.

2016-2018

# Biotechnology, KTH

An engineering program in biotechnology. Courses include biology, chemistry, physics and advanced calculus. The program also includes agile teamwork, working with scrum, and problem solving as a team. A part of the education was recieved in Japan as an exchange student.

2014-2015

## Japanese and Linguistics, Lund University

Program teaching Japanese to a fluent level.

## **WORK EXPERIENCE**

Spring 2018, Summer 2018

# Biochemist for biotech company Aldock

Working solo in a laboratory creating samples of altered DNA to be analyzed. As the only person working in the lab, I had full responsibility regarding this area. Tasks included researching and designing my own experiment manuals, conducting my own experiments, and using standard procedures such as DNA purification and PCR to create DNA samples. Lastly, analyzing the results from the samples and iterate on my experiment process based on these results.

Summer 2012, 2014

## Summer camp leader

Planning daily activities for a large group of children, looking after the children and handling any sudden issues that might appear.

Spring 2016

# Waitress

Taking orders and serving customers, as well as kitchen work.

# OTHER ACCOMPLISHMENTS

- Won a Rookie's Game of the Year award for the game Lynx.
- Took part in a game jam creating the game "Sheep Island".