



# Alfred Ruckle

Game Designer - Scripter

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Location: Stockholm, Sweden

## PROFILE

Junior game developer exploring the technical side of design. Who enjoys working and solving problems in team environments.

Looking for the opportunity to start my career in the game industry and develop the next big game of tomorrow.

## EXPERIENCE

### SLB Analys, Stockholm, Sweden — *Asst. Environmental Administrator*

June 2014 - 2018

Part of the environmental administration of Stockholms stad. Working with the Airviro data handling system.

### DISK, Kista, Sweden — *Serving person of responsibility (sv. Serveringsansvarig)*

August 2016 - 2018

Voluntary work running the student bar Foobar and arranging events for DISK Klubbmästeri at the department of computer and system sciences, Stockholms University.

### Bladverket Stockholm AB, Stockholm, Sweden — *IT-Support*

2016 - Present

Off site IT technical support and maintenance.

## EDUCATION

### ChangeMaker Educations - FutureGames, Stockholm, Sweden — *Currently Enrolled*

August 2018 - Present

Studying Game Design with a personal focus on scripting. I have currently completed three game projects developed in Unity and Unreal Engine.

### John Bauergymnasiet, Åkersberga, Sweden — *Upper Secondary Education*

University preparatory secondary education. Focus IT and game development.

## Software Skills

### Game Engines:

Unreal Engine 4

Unity

### Scripting:

C#

Blueprint - Visual scripting

Python 3.0

### Version Control:

Perforce

GitHub

Subversion

### Video and Image editing:

Adobe Photoshop

Adobe AfterEffects

### Other:

Autodesk Maya

Substance Painter

Microsoft Office package.

FL Studios

## Other skills

Experience with scrum in game development

STAD-Diploma

## LANGUAGES

Swedish - Native, Fluent

English - Fluent



## GAME PROJECTS

### The Black Rose - [Details](#) || [Project Link \(Itch.io\)](#)

*Narrative horror game, inspired by the likes of P.T. A videogame ghost story, H.P. Lovecraft. Developed in Unity*

- Gameplay Design and Scripting
- Source control, IT-Management
- Narrative and cinematic directing

### Worst Mart: Retail Mayhem - [Details](#)

*Local Multiplayer PvP collection game, inspired by the likes of Cell Damage: Overdrive. Developed in Unreal Engine*

- Gameplay Design and Scripting

### Not A Plant - [Details](#)

*Physics based platformer. Developed in Unreal Engine*

- Gameplay Scripting
- UI/UX Design

## SHORT PROJECTS

### Logdans | LVL's Game Jam 2.0: Verano Edition - [Details](#)

*Local Multiplayer Platform Survival Game. Developed in 48h during Level's Game Jam 2.0*

- Game Design and Scripting

Level's Best Game Award

Level's Best Design Award

### Handful | LVL's Game Jam 1.0 - [Details](#)

*Local Multiplayer Arena Snowball fighter. Developed in 48h during Level's Game Jam 2.0*

- Game Design and Scripting.

Level's Best Game Award

Level's Best Art Award

## OTHER PROJECTS

### B-59 - [Link \(Bokus\)](#)

*Political Party Game inspired by the likes of Mafia, Resistance and One Night: Werewolf.*

- Game Design
- Graphics Design