

FREDRIK BILL

Gameplay Scripter & Designer



linkedin.com/in/fredrikbill



fredrikbill.se



fredrikbill@outlook.com



+46 (0)70 647 09 67



Education



Game Design, Future Games

2017-Ongoing

Two-year program in one of Sweden's leading game development schools. The courses are being led by **industry professionals**. During my studies I specialized into **gameplay scripting**. I was also taught game- and level design, quality assurance and project management.



NTI Gymnasiet

Information- & media technology, NTI Gymnasiet Stockholm

2013-2016

Tech education with focus on media production. I learned **C#, Unity** & digital animation.

Game Projects



Gameplay Scripter & UI/UX Design, Connect

Q3 2018

A **cross platform, adventure game**, where the player explores an empty office at night and is given directions through their **phone** with **phone calls** and **text messages**. I was responsible for all the **interactable objects** using our network solution to communicate cross-platform. I also developed the phone's **UI** and implemented the character's **animations**.



Gameplay Scriptor, Godly

Q2 2018

A **twin-stick shooter** made in **Unity**. During the project I worked on implementing the **player character, combat, equipment system, items & AI**.



Gameplay Scriptor & Project Manager, Heading Home

Q1 2018

An adventure game made in Unreal Engine. I prototyped the games **core mechanics**, assisted in developing the player character movement and level scripting. I was also the **project manager** and pitched the game to a jury consisting of seniors from **EA DICE & Starbreeze**.



Gameplay Scriptor, Fence Feast

Q3 2017

A party game made in **Unreal Engine**. I scripted the **player character**, developed the gameplay and iterated on the **core game loop**. I worked closely with artists and level designers to **develop tools** & integrating player models.

Skills

Software: Unity, Unreal Engine 4, Visual Studio, Perforce, JIRA

Technical: C#, Blueprint, Visual Scripting

Additional: Quality Assurance, Project Management, Agile & Scrum