



# Andreas Cramer

Intern applicant 2019/09/02 - 2020/0410

I'm a self-driven person with a passion for all aspects of game development. I am passionate for the many fine mechanisms that come together to bring the model to the engine. There's something about the orchestra of all disciplines uniting together that gives me goosebumps every time I play a game I'm a part of.

## Contact



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## Software Skills



## Education

2017 - Present

The Game Assembly

Game art

- 3D art and game development

2010 - 2012

Steneby skolan

Furniture making

2008 - 2010

Vindelns folkhögskola

Traditional woodworking

- Wood carving, turning, joinery etc

## Work

2012 - 2017

DB Schenker

Logistic center

- Started off as forklift driver and left the company as assistant manager

## Experience

2018

Nordic Game Conference

volunteer