

Stefan Alfredsson  
Portfolio: [jigoku.se](http://jigoku.se)  
E-mail: [stefan@jigoku.se](mailto:stefan@jigoku.se)  
Phone: +4670 754 82 28  
Address: Stegelbäcksgatan 12B, 76145 Norrtälje, Sweden

## CV – Stefan Alfredsson

### Working experiences

- **Employed Game Designer and Unity Developer at DreamStage AB, 2014 – 2015**  
Creating PC and Android games and applications aimed at museums and expos. Projects used Oculus Rift, Microsoft Kinect, Tobii Eye Tracking and Vuforia Augmented Reality, all with Unity3D.
- **Freelance Unity lecturer at Cybergymnasiet Odenplan, 2013 – 2015**  
Giving lectures and creating tutorials on Game Development and Unity3D.

### Education

- **Advanced Vocational Education – Futuregames, 2012 – 2014**  
Game Design program. Courses include game design theory, scripting, level design, heuristics and related subjects. Used Unity3D and UDK.
- **University-preparatory high school – Cybergymnasiet Odenplan, 2009 – 2012**  
Science with specialization in mathematics and computer science.

### Other experiences

- **Assistant trainer and board member in Norrtälje Iaido club, 2010 – 2015**  
Teaching martial arts centred around the Japanese sword. Organizing board meetings and planning training camps.

### Languages spoken

- Swedish – First language, native
- English – Fluent
- Japanese – Basic

### Programming & scripting languages

- C# – Professional
- Python – Basic

### Software

- Unity3D – Professional
- UDK – Intermediate
- Blender3D – Basic
- Adobe Photoshop – Basic

### Related skills

- Experienced with SCRUM
- Good communications skills
- Good writing skills