



John Geir Andersson

Enemy and Gameplay Designer

Game Design student with a specialisation in systems design at Futuregames, seeking an internship. Focused on player-centric systems design, with experience working in teams and collaborating across disciplines. Strong believer in rapid prototyping and fast iteration to create engaging player experiences.

Contact

Phone

073 903 58 70

Email

John_Geir_Andersson@hotmail.com

Portfolio

[John Geir portfolio](#)

Tools & Skills

- Figma & Notion
- Unity & Unreal
- Flowcharts & User flows
- Visual studio code
- Miro & Jira
- Basic c#
- Communication
- Teamwork
- Problem Solving
- Adaptability

Language

Swedish (Native)

English (Fluent)

Education

Future Games (2024 - Current)

Game Design with system specialization

Komvux (2022-2023)

Programming, English, Swedish, and Maths

Ester Mosessons (2012-2015)

Restaurant and Food

Experience

Traffic Coordinator – Borås Stad

2022 - 2024

Planned and reorganised routes to optimise drive time. Solve planning problems that occurred due to accidents.

Warehouse Worker – Gina Tricot

2020 - 2022

B2B picked larger orders, Recived and filed deliveries, organised and planned picking routes

Warehouse Worker – Bubbelroom

2018 - 2020

Picked orders, packed parcels to be sent away

Bar Manager – Raw Sushi & Grill

2017 - 2018

Cocktail bartender, inventory management, stock ordering, cocktail menu responsibility, pricing, staff training

Waiter / Bartender – The Liffey

2016 - 2017

Managed bookings and restocking the bar

Waiter / Cocktail bartender – Lagerhuset

2014 - 2016

Staff training, inventory management, stock ordering, waiter