

John Walden

Technical Designer Game Designer



Contact

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About Me

Hey, I'm from Australia and I love game and technical design with a dash of music and sound production on the side. My biggest aspiration is to act as a bridge between the technical and creative world, working as part of a team to bring awesome gaming experiences to life!

Work Experience

Hazelight - Technical Designer Internship [2020 Jan – 2020 August]



- 8 months project experience
- Unreal + Angelscript programming
- Implementing gameplay content
- Adapting to Hazelight's needs

Music & Sound Production – [2011 – 2020]



- Experienced working in music software, composition and production.
- DJ and Artist performance at festivals and nightclubs

Education

FutureGames - Stockholm [2018-2020]



- Team Projects
- C# Scripting Unity
- Blueprints Unreal
- Game Design
- Level Design
- Agile Work-flow
- Rapid Prototyping
- Audio Implementation

JMC Academy – Sydney [2017-2018]



- C# Scripting Unity
- Game Design
- 3D modelling
- Production art

Skills

C#/Angelscript/Blueprints

- Knowledgeable in C#, Angelscript and visual scripting (Blueprints)

Gameplay Scripting

- Programming gameplay and game systems in Unreal and Unity engines

Design and Prototyping

- Experience in rapid prototyping on paper and in engine.

Sound/Music Production

- Audio production/mixing/composition.
- Audio systems and engine Implementation

Tools



Strengths

- Solution focused
- Strong desire to learn new skills
- Technically competent
- Adaptable to new workflows

Personal Interests

- Tennis
- Table Tennis
- Books/comics
- Playing Games
- Writing fiction
- Travelling
- Chilling with friendly people

Mentors and Referrals

- Available on request

SGA Nominations



The Black Rose nominated for:

- Technical Execution
- Audio
- Narrative
- Art