

# VICTOR FRYDEBO

GAMEPLAY SCRIPTER



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## EDUCATION

### COFFEE STAIN NORTH 2018 – PRESENT



#### GAME DESIGNER INTERNSHIP

As a part of the Game Design Education at Future Games I had my internship at Coffee Stain North. I started in January 2018 and I am now employed. During my time there I have mostly been doing Blueprint Scripting in Unreal Engine, but also general Game Design, Level Design and implementation.

### FUTURE GAMES 2016 - 2018



#### GAME DESIGN

A two-year higher vocational education that is one of the leading game development schools in Sweden. Some of the courses I have taken is Game Design, Scripting, Level Design, Project Management, QA, Cognition and Interaction Design.

### LINNAEUS UNIVERSITY 2010 - 2012



Linnaeus University

#### MUSIC PRODUCTION

A two-year university education that covers everything from songwriting and recording to marketing. Some of the courses I have taken is Audio Production, Music Theory, Songwriting and Composing, Law and business administration

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## PROJECTS

### JAWBREAKERS

Duration: 7 weeks + 2 weeks pre-production  
Engine: Unity  
Role: Scripter, Sound Designer and Composer

A local multiplayer game where you play as kids, stealing candy from each other. I worked on Gameplay Scripting, and implementation of animations, sounds and particles. I also created the music.

### **PICK YOUR POTION**

Duration: 4 weeks + 2 weeks pre-production

Engine: Unreal Engine

Role: Lead Scripter and Composer

A VR game, awarded in SGA for Best Technical Execution and Best Execution in Sound, that is about mixing potions. I was Lead Scripter and worked on Gameplay Scripting, implementation of animations and sounds and created the music.

### **SWINGBOT**

Duration: 2 weeks

Engine: Unreal Engine

Role: Scripter, Sound Designer and Composer

A platform game where the player uses a grappling beam mechanic to navigate. I worked on Gameplay Programming, including various hazardous objects, a high score- and checkpoint system. I also designed and implemented all the sounds and created the music.

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## **EXPERIENCE**

### **SVERIGES RADIO - 2013-2017**



#### **AUDIO ENGINEER**

At Sveriges Radio I worked as an Audio Engineer at the unit that handles the pre-recorded shows and trailers. The work requires good collaborative skills and an ability to adapt when the pace of work at times require urgent action.

### **APPEN - 2013**



#### **SEARCH ENGINE OPTIMIZER**

I worked as an independent consultant for the Australian company Appen. The job required good analytical skills and the ability to work and make qualified decisions independently.

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## **SKILLS**

**Game Engines:** Unreal Engine, Unity, GameMaker Studio

**Programming Languages:** Unreal Blueprint, C#, GML (GameMaker Language)

**Project Management:** Perforce, Git, SVN, Scrum

**Other:** Pro Tools, Logic, Adobe Photoshop

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