




Lukas Åberg



Contact Information

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Languages

- Svenska** – Native
- Engelska** – Fluent

Proficiencies

- Java** – Basic
- C++** – Basic
- C#** – Good
- SQL** – Basic
- Unity** – Very good
- Unreal** – Very good

Who am I

I am a game designer who specializes in game feel. I want everything in the game to feel crisp and smooth, from the recoil of a weapon to the height of a jump. I have previously studied game development for 3 years at Stockholm University and I'm currently studying Game Design at Futuregames in Stockholm.

Education

- 2005 – 2009** IEST, Internationella Engelska Skolan Täby
- 2009 – 2012** IEGS, Internationella Engelska Gymnasiet Södermalm
Program: Natur/Natur
- Jan 2013 – Jul 2013** GMU/KMU, Boden
- 2013 – 2014** Militärhögskolan Karlberg
(Officer Education)
Officersutbildning, inriktning nautisk profil.
- 2015 – 2018** Stockholms Universitet
(Computergame Construction program)
Kandidatprogram i datorspelskonstruktion
- 2018 – Nuvarande** Futuregames, Changemaker Educations
Yrkesutbildning I Game Design

Employment History

- 2014 – 2018** AREPA, Stockholm
Risk and Recovery Technical Engineer
Part time work. The job was to clean and repair electrical hardware after fires.

Commission of trust

- 2013 – 2014** Militärhögskolan Karlberg
IT-Kadett at Karlberg. I was responsible for making sure that information about new IT systems went out to the platoon and to help them with any issues that may occur with the new IT systems.
- 2016 – 2017** HSB Voltens styrelse
Intern for the IT-responsible delegate.
- 2017 – 2018** HSB Voltens styrelse
IT-responsible delegate.